
THE BIGGEST ISSUE EVER! OVER 320 PAGES!
EGM EXCLUSIVE! FIRST SCREENS OF NINTENDO'S 64-BIT TECHNOLOGY!
NINTENDO • SEGA CD • SUPER NES • DUO • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES
ELECTRONIC GAMING MONTHLY
SONIC THE HEDGEHOG
PREVIEWS
DRAGON
SPACE ACE
BLOODLINES
TIME KILLERS
PINK PANTHER
TOTAL CARNAGE
LAWNMOWER MAN
$4.95/$5.95 Canada/£3.50
November, 1993
Volume 6, Issue 11
0 14302 74874 4
SUPER STREET FIGHTER 2 STRATEGY GUIDE INSIDE!
NUMBER 52


KONAMI®
presents
ZOMBIES
ATE
MY
NEIGHBORS™

"I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."



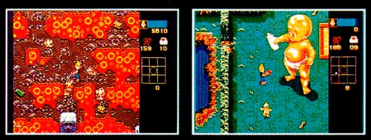
Anita Placetohide
-Amityville Herald

Only Konami® could bring something so demented and sick to your Sega™ Genesis™. Action! Adventure! A real scream! A must see!!

"55 levels of sheer terror. Not a dry seat in the house."

-Washington Post Mortum

"MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."



Slash Meehup-*Rolling Tombstone*

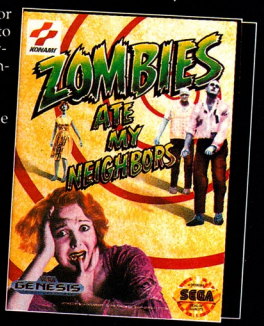
Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

"Somebody help me! Help me please!"



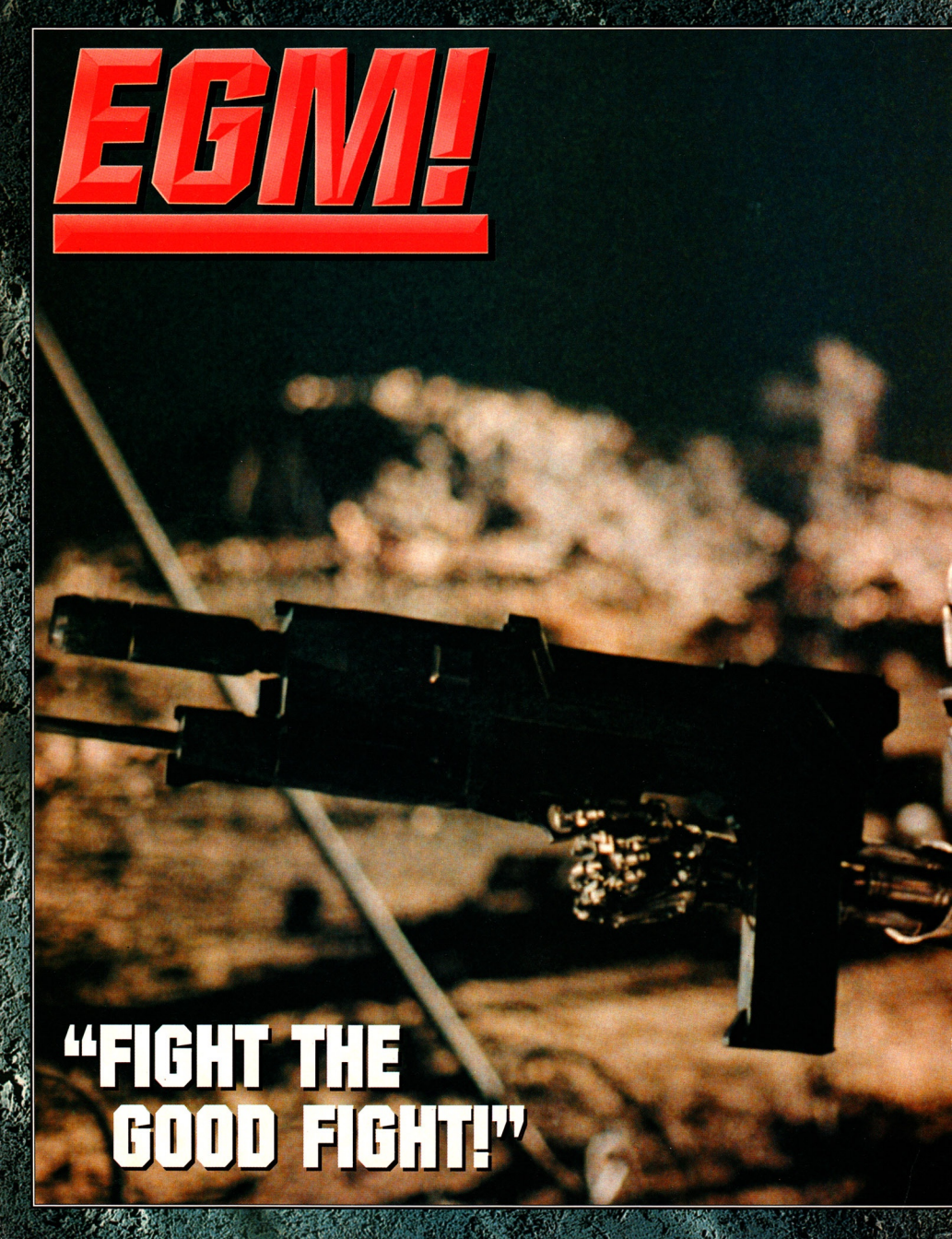
B.A. Goner-*New York Times Up*

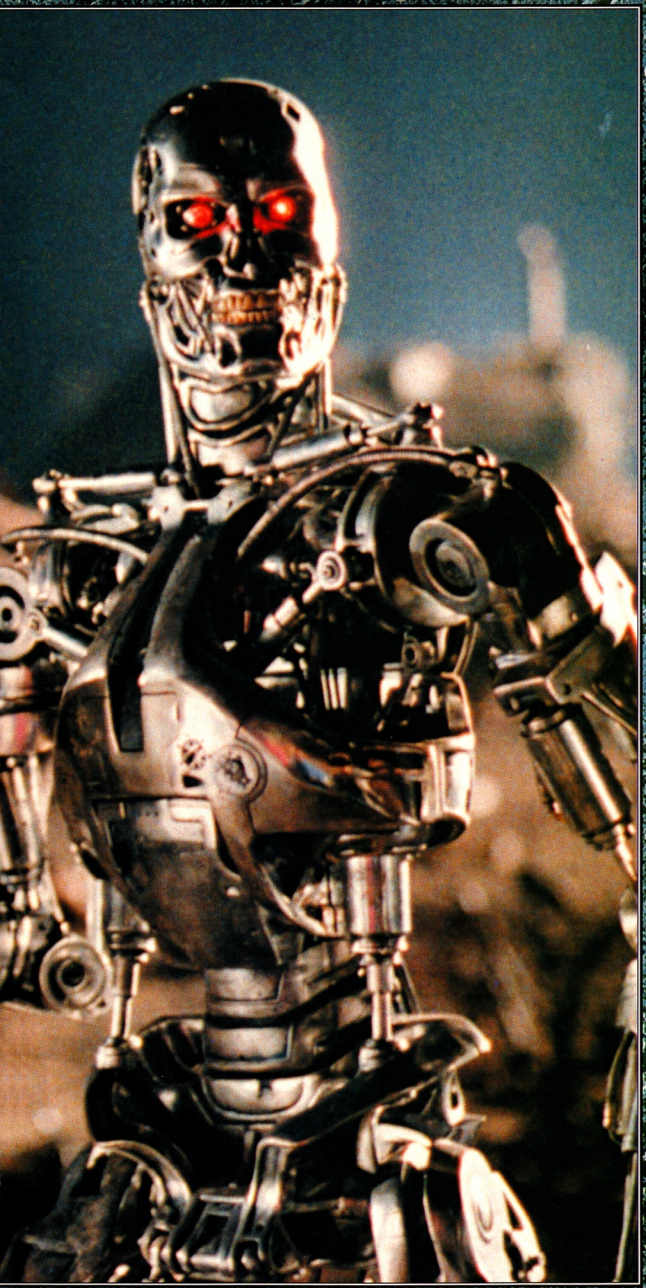
Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!



KONAMI®

Zombies Ate My Neighbors™ and © 1993 LucasArts Entertainment Company. LucasArts is a trademark of LucasArts Entertainment Company. All Rights Reserved.
Used under authorization. Konami® is a registered trademark of Konami Co., Ltd. © 1993 Konami (America) Inc. All Rights Reserved.
Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.


EGM!
"FIGHT THE GOOD FIGHT!"



EGM!

A SENDAI PUBLISHING GROUP, INC. PERIODICAL

November, 1993

Volume 6, Issue 11

PUBLISHER
Steve Harris

EDITOR IN CHIEF
Ed Semrad

SENIOR EDITOR
Martin Alessi

MANAGING EDITOR
Danyon Carpenter

LIFESTYLES EDITOR
Joe Funk

ASSISTANT EDITORS
Sushi-X
Mike Forassiepi
Mike Vallas
Terry Minnich
Andrew Baran
Al Manuel
Howard Grossman
Mike Weigand
Paul Ojeda
Chris Nicolella

ART DIRECTOR
Juli McMeekin

STRATEGY CONSULTANTS
U.S. National Video Game Team

FOREIGN CORRESPONDENTS
Kai Kasahara
Terry Aki
Sam Rye



WORLD NET™

CONTRIBUTORS

The Super Famicom-Japan; Gamest-Japan; Mega Drive Beep-Japan; Famicom Tsushin-Japan.

DISTRIBUTED BY WARNER PUBLISHING SERVICES, INC.

Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: $27.95, Canada and Mexico: $39.95, and all others by air mail only: $100.00. Single issue rates: $4.95. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to:
Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524.

The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1993, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.

APPLIED FOR ABC MEMBERSHIP.

Member of

BPA CONSUMER MAGAZINES

INSERT COIN

TOO MANY CHOICES!

If a new game system is the main item on your Christmas wish list, be prepared for a rude awakening when you start your shopping. If you thought this was as simple as choosing between the Super Nintendo or the Genesis, brace yourself. This season there are no less than 19 systems to choose from (even more if you want to have the Japanese versions of the U.S. machines)! Sounds scary, doesn't it?

Well, OK, before you jump all over me claiming gross exaggeration, the list does include the portables and the relics like the NES and Master System which no respectable gamer would ever want now, but the list is still longer than you would expect.

Need some help in wading through the systems? Let me run through the list in order of personal preference.

On the bottom of the list is a console version of the FM Towns called the Marty. Besides being very expensive, don't expect to see it or its games at your local Toys 'R Us. With no national distribution, this puppy died on the boat from Japan to the United States.

Here's one system you probably haven't thought of, but if you wander through your local Radio Shack store, you will run across their VIS (Video Information System). The distribution is there but the games are horrible.

Pioneer is now in the game business with their LaserActive CD system. Coming in at a huge price—$1,570 (if you want both the Sega CD and T.T.I. Duo modules) and a small number of $120 games, this system has a long way to go before it becomes a household world. Great for karaoke, though!

CD-I is Phillips' entry in the 'game' market. Even though it has been in the stores for some time now, it hasn't caught on as the games just don't cut it. One kind of wonders how desperate they are when one of their new releases (with video inserts) is the popular book—The Joy of Sex.

Commodore is back and their new console system is the Amiga CD^{32}. This one could be a contender and is worth watching. The games are good and the $400 price is within reason.

TTI is still hanging in there with their Duo. The number of new games this season is way down and they are going to have to work real hard to get back in the players' interest.

SNK's home arcade machine, NEO·GEO, is becoming a worthy investment if you like fighting games. Come on guys, how about something new?

Atari has made a big splash with its $200 Jaguar. Their first games are okay, but will they get the 'big name' third-party developers that are needed in order to turn it into a major contender?

3DO is the premier new system. If you can swallow the heavy start-up price it just might be worth the price of admission. The first batch of games are good but not great. Needs time to mature.

Sega comes in on top with its Sega CD. Though it started out poorly, Sonic CD and the upcoming AX 101 and Midnight Serenade could pull it out of its slump. But next year's 32-Bit Saturn (in Japan) may cause some players to wait for their whole new system.

What's left? The big two of course—Genesis and Super Nintendo! Somehow I bet you knew what would be the systems to buy this year. For our opinions on which of these two is the best though, don't miss our 1994 Video Game Buyer's Guide coming out next month. Have fun shopping!

Ed Semrad
Editor

EGM!

SENDAI MEDIA GROUP

ADMINISTRATION

PRESIDENT
Steve Harris
CHIEF FINANCIAL OFFICER
Mark Mann
VICE PRESIDENT OF OPERATIONS
Mike Riley
ASSOCIATE PUBLISHER
Ed Semrad
DIRECTOR OF NEW PROJECT DEVELOPMENT
Martin Alessi

DIRECTOR OF PROMOTIONS
Cindy Kerr
PUBLICITY MANAGER
Peter Berk

CIRCULATION MANAGER
Dave Marshall
NEWSSTAND DIRECTOR
Harvey Wasserman
NEWSSTAND MANAGER
Peter Walsh

CONTRACT PUBLISHING MANAGER
Ken Williams
CONTRACT PUBLISHING ASSISTANT
Ron Pringle

LAYOUT AND PRODUCTION

PRODUCTION MANAGER
Colleen Bastien
PRODUCTION ASSISTANT
Dean Hager

MANAGING COPY EDITOR
Jennifer Whitesides
COPY EDITORS
Gayle Schneider
Jo-El M. Damen

AD COORDINATOR
John Stockhausen
CUSTOMER SERVICE
(515) 280-3861

ADVERTISING
NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg

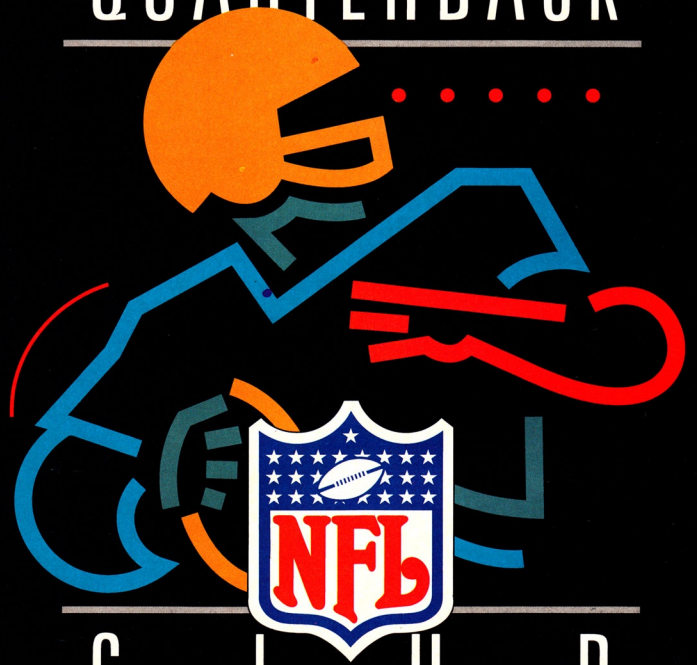
Eisenberg Communications Group
10920 Wilshire Blvd., Suite 1120
Los Angeles, CA 90024
(310) 824-5297

Heh-Kyu Lee, Senior Account Exec.
Suzanne Farrell, Ad Coordination



TROY AIKMAN | JIM KELLY | JOHN ELWAY | RANDALL CUNNINGHAM | PHIL SIMMS | BERNIE KOSAR | STEVE YOUNG | WARREN MOON | BOOMER ESIASON | MARK RYPIEN

QUARTERBACK



CLUB™

THE ONLY WAY TO PLAY THE GAME!

SUPER NINTENDO ENTERTAINMENT SYSTEM | GENESIS | GAME BOY | Acclaim entertainment inc.

The NFL Quarterback Club is a trademark of the National Football League. All rights reserved. Troy Aikman by Manny Rubio/NFL Photos. Jim Kelly by Allen Dean Steele/NFL Photos. John Elway by Bob Rosato/NFL Photos. Randall Cunningham by Peter Brouillet/NFL Photos. Phil Simms by Bob Rosato/NFL Photos. Bernie Kosar by Pete Groh/NFL Photos. Steve Young by Michael Zagaris/NFL Photos. Warren Moon by Spinelli/NFLP/NFL Photos. Boomer Esiason by Jerry Lieberman/NFL Photos. Mark Rypien by Allen Dean Steele/NFL Photos. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. LJN is a division of Acclaim Entertainment, Inc. ® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

Pop Quiz: W
Following
Your Sega™





A. SG ProPad²

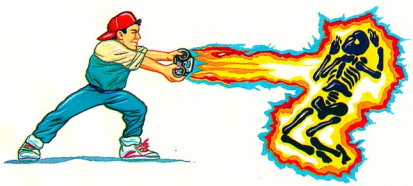
Score big with the SG ProPad², featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to the LEFT button it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. The SG ProPad² brings your Genesis™ games to life.





B. SG ProgramPad²

The new 6-button SG ProgramPad² jams with pre-programmed moves from your favorite Genesis™ games – Mortal Kombat®, Street Fighter II CE™*, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park ™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

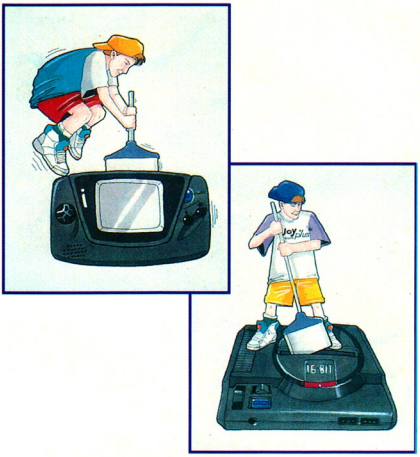


E. All Of Th

*Moves from Street Fighter II CE™ are based on media repor

• Mortal Kombat® is a trademark of and licensed from Midway® Manufacturing Company© 1992 All rights reserved - used by permission. • Street Fighter II CE is a trademark of Capcom USA • Streets of Rage 2, Jurassic Park, Sonic The Hedgehog

Which Of The Cranks Up Game Play?





D. All-Sega™ Cleaning Kit

Did somebody say *clean?* Don't panic – this all-in-one cleaning kit makes it quick and painless. All you have to do is stick one of the cleaning cartridges in your Genesis™ or GameGear™ system. You can also use the cleaning swabs and solution to rid your game cartridges of dust and dirt. So it's not as much fun as shooting, punching, kicking, or dunking – but you need to do it if you want to keep shooting, punching, kicking, & dunking.

C. Handy Gear

Don't let the weather limit your game play. Just slip your Game Gear™ into STD's Handy Gear and you can play through rain, sleet or driving snow. Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. With the Handy Gear, there's no limit.

he Above

Make your own rules

STD

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

s since the game was not released at the time of production.

, Sega Genesis, and GameGear are trademarks of Sega Enterprises Ltd. • X-Men is a trademark of Marvel Entertainment Group, Inc. and licensed to Sega Enterprises Ltd. • Fatal Fury is a trademark of Takara Co. Ltd. • GameGear™ is not included.

CONTENTS

EGM!

NOVEMBER / 1993 / VOLUME 6 / NUMBER 11 / ISSUE 52

140 **SONIC MANIA HITS GAME SYSTEMS EVERYWHERE!**

Yes, he's back—Sonic Mania Day is coming November 23! Sega rolls out their famous hedgehog in the grandest of styles with three versions for the Sega CD, Genesis and Game Gear. Sonic CD, Sonic Spinball and Sonic Chaos fill twelve spectacular pages in this month's issue. Turn to EGM for the first news and pix on this trio of devilish gaming fun. Don't miss the most expansive coverage of Sonic the Hedgehog to date.





AROUND THE WORLD WITH THE LATEST GAMING INFO. 154

EGM's been on the move visiting game companies around the globe. On a whirlwind tour, EGM stopped in England to visit our friends at Elite and Codemasters. Then, it was off to sunny California to chat with the people at Virgin. Find out what they had to say about their new and exciting carts.

170 **A SPECIAL 8-PAGE BLOWOUT ON SUPER STREET FIGHTER 2 STRATEGY!**

You will be awestruck by the immense coverage of our special feature on Super Street Fighter II. Inside, you'll find eight pages revealing all the super top-secret moves of your favorite Super SF II characters. But that's not all! Witness combos that you could never have dreamed of before right in front of your eyes!



SUPER NINTENDO ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

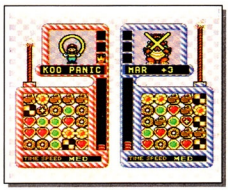


It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052

Bullet-Proof Software

Yoshi's Cookie is a trademark of Nintendo of America Inc. ©1990,1993 Nintendo of America Inc. ©1993 Bullet-Proof Software, Inc. Original design by Home Data Corp. Puzzles by Alexey Pajitnov and BPS. Dr. Mario, Nintendo, Super NES and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc. Tetris™ & ©1987 Elorg. Bullet-Proof Software and BPS are registered trademarks of Bullet-Proof Software, Inc. All rights reserved.

CONTENTS

GAMES DIRECTORY

AH-3 Thunderstrike	50,268
ActRaiser 2	38
Aladdin	44,182-183
Arcus Odyssey	214
Art of Fighting	196-197
Asterix the Gaul	127
Awesome Possum	50
Battlechess	136
Battletoads	137
Bart vs. the World	50
Beyond Shadowgate	272
Blades of Vengeance	252
Captain America	44
Castlevania: Bloodlines	240-241
Championship Pool	44,216
Chester Cheetah 2	127
Clayfighter	42,180-181
Cliffhanger	136
College F-ball Nat' Champ.	132
Cosmic Spacehead	131
Crash & Burn	280-281
Dead Moon	112
Desert Speedtrap	298-299
Dinosuars for Hire	50
Doomsday Warrior	108
Dr. Franken	42
Dr. Robotnik	256
Dragonball Z	90
Dragon's Fury 2	99
Dune Buggies	97
Ecco the Dolphin	300
Eternal Champions	238-239
Fantastic Dizzy	301
Fatal Fury Special	276-277
FIFA Soccer	48
Fido Dido	129
Fire Emblem	92
Flashback	131
Formula 1 Grand Prix	46
Fun & Games	127
Gaia Fantasy	92
Gauntlet IV	46
Goeman 2	100-101
Goof Troop	112
Gunstar Heroes	44,234-237
Home Alone 2	248
Impossible Mission 2025	95
Jimmy Connors' Tennis	134
Jim Power	204
Joe Montana CD	264
Jungle Strike	122
Jurassic Park	116
Last Action Hero	137
Lawnmover Man	95,128
Lethal Enforcers	206
Link: the Faces of Evil	98
Lotus 2	99
Lufia	206
Magic Boy	42,210
Mario's Time Machine	42,220
Markos Magic Football	96
MechWarrior	112
Mega Man 4	290-291
Mega Man X	228
Metamorphic Force	74
Miracle Adventure	76
Mortal Kombat	106
Ms. Pac Man	136
Mutant League Football	118
Night Slashers	78
Obitus	134
Oscar	94
Out of This World	126
Pac Attack	44
Paladin's Quest	42,208
Peter Pan	135
Pink Goes to Hollywood	44,46,230
Pro Sport Hockey	284
Puggsy	258
Pugsley's Scavenger Hunt	292
Quarterback Club	50,130
Ranger-X	112
Ranma 1/2	42
Ren & Stimpy	46,202,244,245
RoboCop 3	137
RoboCop vs. Terminator	50
Rocket Knight Adv.	48
Roger Clemens' MVP	118
Secret of Mana	190-191
Shockwave	135
Shinobi III	114
Slipheed	106,122
Smurfs	96
Socks the Cat	131
Sonic Blast Man	114
Sonic CD	48,140-145
Sonic Chaos	148-151
Sonic Spinball	146-147
Son of Chuck	135
Sound Factory	86
Space Ace	94
Splatterhouse 3	48
Sports Illustrated	192,193
Star Trek: TNG	129
Star Wars	50,296-297
Stellar Fire	262
Street Combat	112
Street Fighter 2 CE	46
Street Fighter 2 TE	112-118
Streets of Rage	122
Sughrs Hebereke	88
Sunset Riders	184-185
Super Battletoads/D. Dragon	48
Super Chase HQ	198-199
Super James Pond	118
Super Mario All-Stars	108
Super NBA Basketball	134
Super Nova	46
Super Puyo Puyo	90
Super Street Fighter 2	170-177
Super Turrican	122
TMNT: TF	42,50
Tecmo Super Bowl	186-187
Tetris Flash	92
The Lost Vikings	129
Time Gal	116
Time Killers	250
Time Slip	226
Top Gear 2	44,212
Tony Meola Soccer	42
Total Carnage	128
Treasureland Adv.	246-247
Tuff E' Nuff	114
Twinbee Rainbow Adv.	102-103
Twisted	134
Vegas Stakes	46
Virtual Pinball	254
Voyeur	98
We're Back!	224
Wicked 18	130
Wing Commander	44
Wolfchild	116
Wolfenstein 3-D	188-189
World Class Soccer	132
WWF King of the Ring	48
WWF Royal Rumble	48,114
Yogi Bear	97
Yoshi's Cookie	120
Yoshi's Safari	46
Zombies Ate My Neighbors	48,242

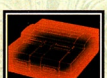




DEPARTMENTS

INSERT COIN	6
INTERFACE: LETTERS TO THE EDITOR	16-34
REVIEW CREW	38-50
EGM'S HOT TOP TENS	54,56
GAMING GOSSIP	60
PRESS START	64-70
ARCADE ACTION	74-78
INTERNATIONAL OUTLOOK	82-103
TRICKS OF THE TRADE	106-122
NEXT WAVE	126-137
SPECIAL FEATURE	140-177
LIFESTYLES	304-309

FACT FILES



SUPER NES TIMES

Tempt your gaming appetite with Super NES' latest menu of games including: Clayfighter, Aladdin, Tecmo Super Bowl, Wolfenstein 3-D, Secret of Mana, Art of Fighting, Super Chase HQ, Ren & Stimpy, plus much more!

180-230

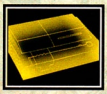




OUTPOST SEGA

Although the weather is cooling down, the heat has been turned up with such sizzling games as Gunstar Heroes, Ren & Stimpy, Eternal Champions and Joe Montana CD!

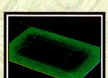
234-268



TEAM DUO

Dare to go Beyond Shadowgate...

272



NEO•GEO CHALLENGE

A glimpse at Fatal Fury Special!

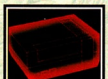
276-277



PLANET 3DO

The future is here! Crash 'N Burn for the 3DO!

280



NINTENDO FORCE

Jump into the rink with Pro Sport Hockey!

284-286



CLUB GAMEBOY

Get a clue with Pugsley's Scavenger Hunt!

290-292



SUPER GEAR

On-the-go action with Road Runner!

296-301

INSTANT PARTY

JUST ADD BOMBS!



Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super Bomberman Party Pak features the mega-popular Super Bomberman game and the Super Multitap accessory! Hook up four players for nonstop, bomb blasting action in the Battle Mode! Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!



- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!







EXTRA SUPER NES CONTROLLERS SOLD SEPERATELY

SUPER NINTENDO ENTERTAINMENT SYSTEM

HUDSON GROUP HUDSON SOFT®

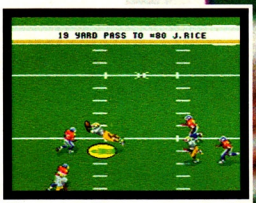
Hudson Soft USA Inc., 400 Oyster Point Blvd. Suite 515
So. San Francisco, CA 94080 (415) 871-8895

Super Bomberman™ and Super Multitap™ are trademarks of Hudson Soft USA, Inc. All rights reserved. © 1993 Hudson Soft USA, Inc. Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

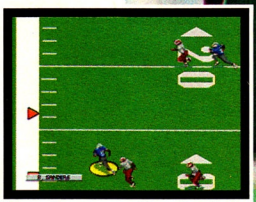
"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA

NFL FOOTBALL '94 STARRING JOE MONTANA

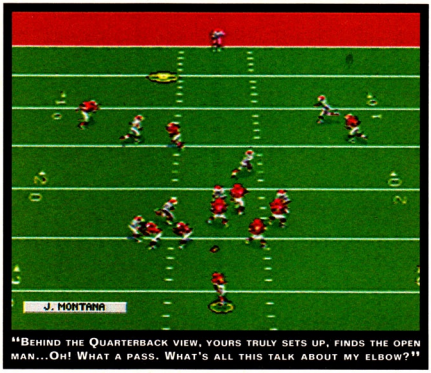


"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."



"BARRY SANDERS WITH A 'SPEED BURST' DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."

SEGA, GENESIS, SEGA SPORTS AND WE SWEAT THE DETAILS ARE TRADEMARKS OF SEGA. © 1993 SEGA. ALL RIGHTS RESERVED.

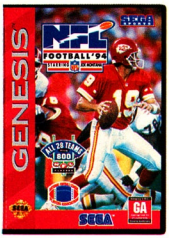


"BEHIND THE QUARTERBACK VIEW, YOURS TRULY SETS UP, FINDS THE OPEN MAN...OH! WHAT A PASS. WHAT'S ALL THIS TALK ABOUT MY ELBOW?"

"GUYS LIKE BRUCE SMITH, JUNIOR SEAU, REGGIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE *DIGITIZED PLAYER MOVEMENTS*, *SIX PLAYABLE VIEWS*, *SPEED BURSTS*, A *ZOOM VIEW* AND A COMPLETELY *REVAMPED PASSING GAME*. GET SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA.

REAL TEAMS NFL REAL PLAYERS

HEAR THE *PLAY BY PLAY COMMENTARY*. WATCH FROM THE NEW *BEHIND THE QUARTERBACK VIEW*. AND LEARN FROM THE *TRUE PLAY CALLING PHILOSOPHY* OF EACH NFL TEAM. JUST GO EASY ON ME, OKAY?"



SEGA SPORTS™

WE SWEAT THE DETAILS.

INTERFACE
LETTERS TO THE EDITOR



This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...



A NEW LOOK FOR A NEW YEAR

I just got your new issue 51 and, for the most part, the issue looks better. I know you guys don't like praises so I'll cut right to the suggestions. Number one, I don't like only Major Mike giving reviews by himself. The Review Crew is your trademark and you should keep it up. Two, I like the arcade section. Can you put the company name in with the title of the game? Three, how about more prizes for your new contests. Other than that, the size of the mag was huge, and your international coverage that issue was spectacular.

Brad Smyth
Tampa, FL

(Ed. You're a mindreader Brad. As Ed said in his editorial, only some of the revisions made it into that issue. You'll be glad to hear that all three of your points have been implemented in addition to a few others! As for size, how about this book? It's our largest ever! Wait till next month, though!)

PROJECT REALITY... ROUND 1

After I read about Nintendo joining with Silicon Graphics to produce their new 64-Bit CD-ROM machine, I couldn't help but get excited! It's about time Nintendo finally got serious about the CD-ROM technology. While Nintendo may take their time in getting theirs to market, you know that it will be good. I'll bet Sega is seriously considering the future of their Sega CD after this interesting news.

Jonathan Scotts
Santa Clara, CA

Oh no, here we go again. What is Nintendo trying to pull this time? Nintendo seems to pride themselves on being all smoke and mirrors. How long are we going to have to wait for this system—two or three years? And the price is only going to be about $250? Yeah, right! I am the proud owner of a Sega CD, and although the flood of games isn't overwhelming, it's still one game system that keeps many players happy with 'the next level.'

Andy Zagrabek
Wilmington, CA

I really hope Nintendo knows what they're doing. Sega has a growing market with their Sega CD and all of a sudden Nintendo decided to announce yet another CD-based game system? How many times can the consumer get fooled into believing these Nintendo tales?

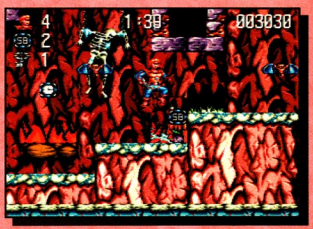
Mike Brandish
Jacksonville, FL

(Ed. This is the first of probably a whole series of pro and con letters concerning Nintendo's 64-Bit CD-ROM system. We agree that the specs behind the system are marvelous, but based on Nintendo's past track record of vaporware, it's still seems like Nintendo is playing the old shell game all over again.)

WELCOME TO 3-D

I don't know if it's just me or not, but I'm beginning to become bored with video games in general. C'mon, we've seen every type of game imaginable: shooters, action, simulations, puzzle, racing and role-playing games. We've seen a lot of gimmicks too like the Power Glove, the U-Force and Sega's Master System 3-D glasses. None really worked. Either companies need to come up with something original, or there's going to be some gamers like me leaving this hobby.

Michael Max
Cincinnati, OH



Jim Power utilizes 3-D technology with the aid of polarized, cardboard glasses.

(Ed. Don't pack your bags yet! Game companies are in the same boat as you are. With so many me-too games out there, no one wins. One answer to the problem is to introduce new technology that adds something to the game. This Christmas we'll see more peripherals that bring some interactivity to the hobby. For instance, Sega is introducing their Activator and Sega VR units to bring the player into the game. Then there's 3-D. Electro Brain is releasing Jim Power: The Lost Dimension in 3-D which uses a pair of polarized glasses to give the game a pseudo 3-D perspective. Hopefully these new devices and innovations will get players like you interested again.)

So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.

The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)
"Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)
Super NES Buyer's Guide (March 1993)

"At last, here's a fast-pace, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."
GamePro Magazine (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."
GamePlayer's Magazine (May 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"
Electronic Gaming Monthly (July 1993)

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."
Nintendo Power (March 1993)

"This game is awesome!"
Electronic Gaming Monthly (February 1993)







And So Will You.

Pocky and Rocky... Incredible Action for your Super Nintendo. Available Now!









Natsume Game Hint and Tip line:
1-900 820-HINT (4468)
.95¢ Per minute charge. Minors must have parental permission before calling.
Must have a touch tone telephone.
Natsume Inc. 1243A Howard Ave. Burlingame, CA 94010

NATSUME®

Serious Fun™

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010

Nintendo and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.
Pocky and Rocky is a trademark of Natsume Inc. Natsume is a registered trademark of Natsume Inc. © 1993 Natsume Inc.

INTERFACE
LETTERS TO THE EDITOR

THE DUO QUANDARY

Where are all the new Duo games? I eagerly opened the September issue wondering what new Duo games would be revealed, only to find that there wasn't one game in the whole 100+ page magazine. Not even one Duo game in the Review Crew! To say that I was disappointed would be an understatement. I thought you guys were supposed to be the first to review games made for any system. Why were there no reviews for the *Robotech* game or *Dungeon Explorer II*? Reviews for these games have already appeared in other magazines. I hope you will give a little room in your spacious magazine for Duo games too! I understand that many kids have a Super NES or Genesis and the Duo is a less popular system, but at least print something for us Duo owners out there.

Bernie Romero
Ventura, CA



Dungeon Explorer II is one of the few games being planned for the Duo.

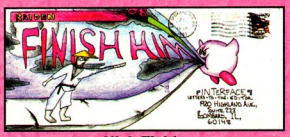
(Ed. Although we try to get as many Duo games in the magazine in either the Fact File section or in the Review Crew section, T.T.I. seems to be slowing down in the number of U.S. titles. As we understand, T.T.I. has only three games planned for the rest of the year: Beyond Shadowgate, John Madden Duo CD Football and Dungeon Explorer II. Hopefully Working Designs will crank out a few more as they have a great reputation for making exciting softs. As to your question about Robotech, it turns out that the game was cancelled for release by T.T.I. and will not be released in the United States. Unless T.T.I. gets on the ball and starts releasing more of the great games produced in Japan, the Duo may have a hard time existing in the U.S. market.)

EGM ENVELOPE ART!



Brent Engstrom
Salina, KS

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



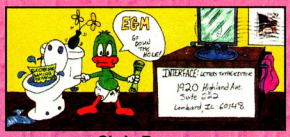
Nick Fields
Spokane, WA



Joelle Vara
Lancaster, CA



Steve Pierce
Wyoming, OH



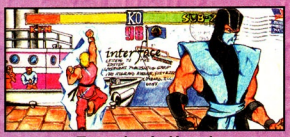
Chris Barnes
Jacksonville, FL



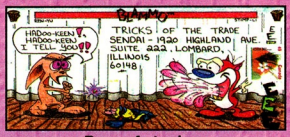
Frank Harris
Devonshire, Bermuda



Chance Rowe
Etna, CA



Tremaine L. Heard
Taylor, MI



Bryan Antonisse
Calgary, Alberta, Canada



WIN A BIG STICK!
FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

CRITICALLY ACCLAIMED SNES HOOK

NOW ON GENESIS AND GAME GEAR!

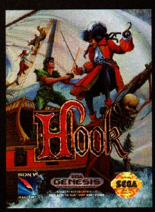
CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!







Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!









SEGA GENESIS GAME GEAR

SONY IMAGESOFT

Hook™ is distributed by Sony Imagesoft, 2100 Colorado Ave., Third Floor, Santa Monica, CA 90404. ©1991 TriStar Pictures, Inc. All rights reserved. Hook and associated character names are trademarks of TriStar Pictures, Inc. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved.


In this game
it's either
them or you.



SOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



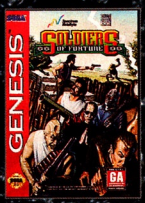
You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?





Available on SEGA™ Genesis™ and Super NES®.

Spectrum HoloByte

For Visa/MasterCard orders call anytime: 800-695-GAME.

© 1993 Spectrum HoloByte. Soldiers of Fortune is a trademark of Omega Group Ltd. and is used under license. Super NES is a registered trademark of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. All rights reserved.

INTERFACE
LETTERS TO THE EDITOR

TOO LITTLE TOO LATE

After seeing pictures of Nintendo's new NES in your magazine and in a store display at a local electronics store, I can't help but think, why? Is Nintendo so desperate to keep consumers that they will actually redesign the extremely old and outdated NES? Nintendo should have saved the money used on designing and producing the new NES and bring a CD-ROM system to the public. Or was there just so much plastic left over from people trading in their NES' for Super NES'? I'm sorry Nintendo but you're two years too late in bringing back the 8-Bit.

John Bethany
Amarillo, TX



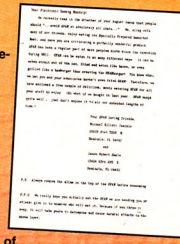
Here is Nintendo's new NES. Will it revitalize the dying 8-Bit market?

(Ed. Back at the Summer Consumer Electronics Show, Nintendo didn't seem to make much of a fuss about the new Nintendo Entertainment System. It wasn't in the center stage getting all kinds of attention like one would think. Instead, it sat in a glass display case with other Nintendo products. It seems extremely doubtful that this new NES can pump new life into the dying 8-Bit market. Considering the lack of games that come out every month, Nintendo may be trying to pull the same tactic Atari did when they redesigned the old 2600 and sold it for 'under 50 bucks' as the advertisement said. If you're a complete Nintendo nut and must own everything that has a Nintendo label on it, and you're looking for a replacement for your broken NES, it may be worthwhile to pick up. Otherwise, it's just an attempt to sell customers more on looks, rather than the hardware underneath the skin.)

ASCII LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!





We recently read in the Q-Letter of your August issue that people should "...avoid SPAM at absolutely all cost..." We, along with many of our friends, enjoy eating the Specially Prepared Assorted Meat, and here you are criticizing a perfectly wonderful product. SPAM has been a regular part of many people's diets since its invention during WWII. SPAM can be eaten in so many different ways. It can be eaten straight out of the can, fried and eaten like bacon, or even grilled like a hamburger thus creating the SPAMburger! You know what? We'll bet you and your associates haven't even tried SPAM. Therefore, we have enclosed a free sample of delicious, mouth-watering SPAM for all of your staff to enjoy. So what if we bought it last year?! SPAM keeps quite well... just don't expose it to air for extended lengths of time.
P.S. Always remove the slime layer on the top of SPAM before consuming.
P.P.S. We really hope you actually eat the SPAM we are sending you or at least give it to someone who will eat it. If you throw it away, it will take years to decompose and cause harmful effects on the ozone layer. ***Michael Jaeckle and Robert Smale, Seminole, FL***

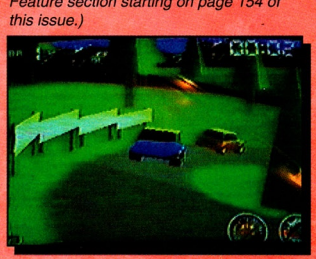
Right after this photo was taken, Cyber Boy, our resident junk-food junkie, devoured the SPAM, can and all, without removing the slime layer. He was last seen on public access television touting SPAM as the highest life-form.

MORE FX GAMES!

Having played through StarFox on my Super NES, I can honestly say that Super FX technology is really cool, but aren't there supposed to more games using this chip? I attended the Summer CES in Chicago and saw FX Trax. Even though it wasn't finished, I saw strong possibilities for it. Is there anything else planned for the FX Chip?

David Mirage
Elmhurst, IL

(Ed. Elite, one of the top manufacturers in England, is producing some titles that use FX technology. One of these is a racing game called Power Slide and a second is tentatively titled Dirt Racer. Both utilize the FX chip's technology. Read more about these innovative FX2 chip games in the Elite article that is in the Special Feature section starting on page 154 of this issue.)



Elite is producing FX games like Power Slide for the Super NES.



EGM T-SHIRTS
BUY THEM - WEAR THEM

Send $9.95 to Sendai, c/o EGM T-Shirt Offer, 1920 Highland, #222, Lombard, IL 60148

Ranma 1/2 HARD BATTLE

12 FIGHTING LEGENDS!

12 MEGS OF POWER!


RANMA SAOTOME


RANMA-CHAN SAOTOME


GENMA SAOTOME


RYOGA HIBIKI


AKANE TENDO


SHAMPOO


UKKYO KUONJI


MOUSSE


HIKARU GOSUNKUGI


GAMBLING KING


PANTYHOSE TARO


PANTYHOSE TARO TRANSFORMED

PLAY THE SUPER NES® GAME..




RYOGA USES HIS LION'S ROAR ATTACK ON RANMA

..READ THE COMIC..



For more information on the videotape and comic series write or phone:

VIZ Comics
PO Box 77010
San Francisco, CA 94107
(415) 546-7073

..WATCH THE VIDEO.



Video tape series available in November.

Nintendo, Super NES and Super Nintendo Entertainment System are registered trademarks of Nintendo of America. ©1993 Nintendo of America Inc.
RANMA 1/2 is a trademark of VizCommunications, Inc. Background, comic cover and video images courtesy Viz Comics.
DTMC® is a registered trademark of DTMC Inc. No affiliation is implied between Nintendo of America Inc. and Viz Communications Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

INTERFACE
LETTERS TO THE EDITOR

WORLD HEROES REBUTTAL

I can't even begin to stress how disappointed I am with the number reviews World Heroes received in the "Review Crew" section of the October 1993 issue of EGM. Being the producer on the project, I'm sure you can guess that upon reading the reviews I got very upset. The problem here is that it's hard for me to swallow the fact that three of your reviewers felt World Heroes deserved a score of six. What's worse is the reason behind the reviews. None of you reviewed it as what it is—a conversion of the Neo•Geo arcade game. You all basically compared it to Street Fighter II Turbo. It was NOT intended to play as fast as Street Fighter II Turbo. It was intended to play as fast as the arcade version of World Heroes. The main complaint from all of your reviewers is the speed of the game. "It plays slow" is what is you all basically said. I'm sorry, but it plays just as fast as the arcade version of World Heroes and the original Street Fighter II. You can whip out combo attacks and special moves fast and furious. I admit some characters walk and jump slowly, but that's because of their characteristics.

Your new guy Danyon Carpenter says that World Heroes is very old and is one of the earlier Neo•Geo games. He couldn't be more wrong. World Heroes came out in the middle of 1992. To bring out a 16-Meg Super NES conversion of the game at this time of year is fairly quick. He also says that if it came out on Super NES last year, it could have been a contender. Why can't it be a contender now? It's by far the best fighting game to come out since the release of Street Fighter II. It's much better than Mortal Kombat.

Martin asks, "Is this supposed to be a fighting game or just another attempt to capitalize on Street Fighter II's success?" I guess in Martin's view only Capcom is allowed to make one-on-one fighting games. If other companies do, they're just ripping off Street Fighter II. Street Fighter II's popularity basically told video game companies that there is a demand for this type of game.

Sushi-X was totally off by saying that the game play was pulled out. Our Super NES version of World Heroes plays as good, if not better, than the Neo•Geo version. I seriously can't comprehend any of you having problems with the game play.

We've only heard good things about this game from everyone who has played it. Even *Game Pro* gave it an excellent review. I feel it is good that you and your reviewers give your honest opinions to a game, but three sixes is putting us down. I know when a game is good or bad. World Heroes is definitely good.

Dan MacArthur
Producer / Designer
Sunsoft, Inc.



The subject of debate between the game's designer and the Review Crew heats up.

(Ed. Well Dan, first of all, I hope you don't mind us trimming back your three page letter. You understand, the space problem. As to your concerns, sorry, WH just isn't that great a game—by today's standards. You said many times in your letter that your version is as good, if not better, than the arcade game. We'll give you that. You did a great job. You copied everything, even its deficiencies. But we are also saying that the arcade game is not that great, especially now. Fighting games evolve and get better. Turbo SF2 is the best. Not only is adjustable speed important but so is having responsive control. WH falls down in both categories. Making a pixel perfect version of a so-so game doesn't make the new one great. Sometimes starting with a clean slate is better than copying an old game. Case in point, look at our reviews of TMNT: Tournament Fighters or Clay Fighter. Not only are both games "Street Fighter 2 clones" but they each are unique derivatives which look and play perfectly. Regarding Mortal Kombat, the success of a game is based on sales. Good luck if you plan on selling more WH than MK. As to Game Pro giving it a great review, so what? Their reviews are, uh, optimistic. Their editors last issue gave 13 perfect (5.0) fun factor reviews. Our editors collectively, have <u>never</u> found one perfect game in six years. Sorry Dan, we won't compromise our reviews. Was our 8, 6, 6 and 6 too low though? You would probably agree that the Japanese mag Famicom Tsushin is a good unbiased magazine. We consider it the most authoritative. They gave WH a 7, 5, 6 and 6. Case closed...Ed Semrad)

the WHEREHOUSE

TOP 5 RENTALS BY FORMAT

FOR PERIOD ENDING 9/18/93

SUPER NES

RANK	TITLE
1	Street Fighter II: Turbo
2	Super Mario All-Stars
3	Bubsy in Claws Adven.
4	WWF Royal Rumble
5	Mario is Missing

8-BIT NINTENDO

RANK	TITLE
1	Jurassic Park
2	Kirby's Adventure
3	Tiny Toon Adventures
4	Battletoads & Double Dragon
5	Super Mario Brothers 3

GAMEBOY

RANK	TITLE
1	Super Mario Land 2
2	Spot's Cool Adventure
3	Star Trek: The Next Generation
4	Raging Fighter
5	Mickey's Chase

GENESIS

RANK	TITLE
1	Jurassic Park
2	X-Men
3	Bill Walsh College Football
4	Bubsy in Claws Adventure
5	Fatal Fury

GAME GEAR

RANK	TITLE
1	Tom & Jerry Movie
2	Surf Ninjas
3	Streets of Rage
4	Incredible Crash Dummies
5	Streets of Rage 2

We Rent Sega Genesis and Super NES machines!

TRY BEFORE YOU BUY!

Your video game rental fees, up to 3 days, can be applied toward purchase of regularly priced video games*. Purchase must be the same day as the return and must be the same video game.

*Sale items excluded

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



JVC
JVC MUSICAL INDUSTRIES, INC.

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

TM & © 1993 Core Design Limited. © 1993 JVC Musical Industries, Inc. All rights reserved. Used under authorization.
Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

HARD-HITTING TITLES &

OUR FIGHTING SELECTION REALLY PACKS A PUNCH!

4 PAGES OF SUPER VALUES ON THE HOTTEST ACTION TITLES FROM SOFTWARE, etc.



REAL DEAL $3 OFF WITH IN-STORE COUPON

GAME GEAR



REAL DEAL $3 OFF WITH IN-STORE COUPON

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GENESIS



REAL DEAL $3 OFF WITH IN-STORE COUPON

GAME BOY COMPACT VIDEO GAME SYSTEM



REAL DEAL $3 OFF WITH IN-STORE COUPON



REAL DEAL $3 OFF WITH IN-STORE COUPON

REAL DEAL $3 OFF WITH IN-STORE COUPON

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GENESIS

STREET FIGHTER II
from Capcom.

MORTAL KOMBAT
from Acclaim.





REGISTER TO WIN YOUR OWN ARCADE

STREET FIGHTER II OR MORTAL KOMBAT

$2,000.00 VALUE

NO PURCHASE NECESSARY
SEE STORE FOR DETAILS

UNBEATABLE SAVINGS

SUPER-CHARGED SUPER NES GAMES



WWF ROYAL RUMBLE
from Acclaim.

REAL DEAL $5 OFF WITH IN-STORE COUPON



SUPER STAR WARS: THE EMPIRE STRIKES BACK
from JVC.

REAL DEAL $3 OFF WITH IN-STORE COUPON



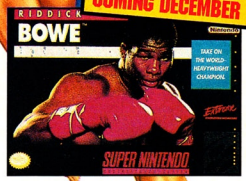
FINAL FIGHT 2
from Capcom.

REAL DEAL $5 OFF WITH IN-STORE COUPON



CLAYFIGHTERS
from Interplay.

REAL DEAL $5 OFF WITH IN-STORE COUPON



RIDDICK BOWE
from Extreme.

SUPER NES BLOW-AWAY ACCESSORIES



FIGHTER STICK
from Ascii. for Super NES

REAL DEAL $5 OFF WITH IN-STORE COUPON



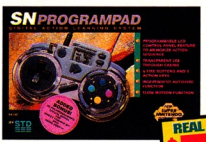
SN PROGRAMMABLE PAD
from STD.

REAL DEAL $3 OFF WITH IN-STORE COUPON



TURBO TOUCH 360 CONTROL PAD
from Triax.

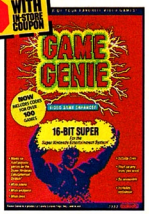
REAL DEAL $3 OFF WITH IN-STORE COUPON



SN PROGRAM PAD
from STD.

REAL DEAL $5 OFF WITH IN-STORE COUPON

REAL DEAL $5 OFF WITH IN-STORE COUPON



GAME GENIE
from Galoob.

SOFTWARE ETC

Offers valid 10/27/93 - 11/16/93

Product availability may be affected by manufacturer production delays. However, we will always do our best to satisfy our customers. TM, ® & © 1993 Nintendo. Sega, Game Gear, and Genesis are trademarks of SEGA of America, Inc. © 1993 SEGA. All rights reserved. ©1993 Software, Etc. All Trademarks and Copyrights are property of respective manufacturers.

MORE FANTASTIC

FULL-FORCE SEGA GENESIS GAMES

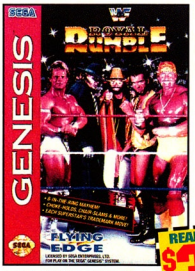


SEGA GENESIS



SPLATTERHOUSE 3
from Namco.

REAL DEAL $3 OFF WITH IN-STORE COUPON



WWF ROYAL RUMBLE
from Acclaim.

REAL DEAL $3 OFF WITH IN-STORE COUPON

POWER-PACKED SEGA GENESIS ACCESSORIES



SOUND JAMMERS *from Naki.*

REAL DEAL $3 OFF WITH IN-STORE COUPON

GAME GENIE
from Galoob.

REAL DEAL $3 OFF WITH IN-STORE COUPON



ASCII PAD SG 6
from Ascii.

REAL DEAL $3 OFF WITH IN-STORE COUPON



QS 185 CONQUEROR 3
from Quickshot.

REAL DEAL $5 OFF WITH IN-STORE COUPON



FIGHTER STICK
for Sega
from Ascii.

REAL DEAL $5 OFF WITH IN-STORE COUPON



ASCII POWER CLUTCH
from Ascii.

REAL DEAL $3 OFF WITH IN-STORE COUPON



QS 186 CONQUEROR 2
from Quickshot.

REAL DEAL $5 OFF WITH IN-STORE COUPON

KNOCKOUT TITLES

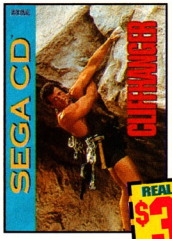
PULSE-POUNDING CDs

SEGA CD
WELCOME TO THE NEXT LEVEL



FINAL FIGHT
from Sega.

REAL DEAL $3 OFF WITH IN-STORE COUPON

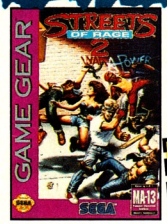


CLIFF HANGER
from Sony ImageSoft.

REAL DEAL $3 OFF WITH IN-STORE COUPON



RIVETING HANDHELD ACTION



GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

STREETS OF RAGE II
from Sega.

REAL DEAL $3 OFF WITH IN-STORE COUPON



COMING DECEMBER 1

GAME BOY
COMPACT VIDEO GAME SYSTEM

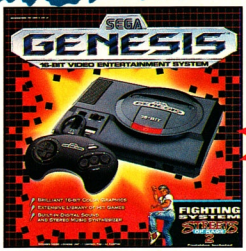
ALIEN VS PREDATOR
from Activision.

SEGA GENESIS SYSTEMS FOR ALL THE FUN



Feature Price $219.99

VIRTUAL REALITY SYSTEM
from Victor Maxx.



Feature Price $129.99

GENESIS FIGHTING SYSTEM
from Sega.

SOFTWARE ETC

Cards

Offers valid 10/27/93 - 11/16/93

Product availability may be affected by manufacturer production delays. However, we will always do our best to satisfy our customers. TM, ® & © 1993 Nintendo. Sega, Game Gear, and Genesis are trademarks of SEGA of America, Inc. © 1993 SEGA. All rights reserved. ©1993 Software, Etc. All Trademarks and Copyrights are property of respective manufacturers.

INTERFACE
LETTERS TO THE EDITOR

Q-MANN'S

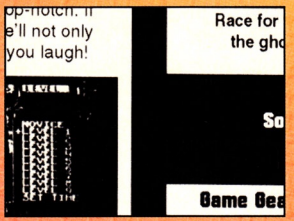
TOP TEN REASONS WHY EGM IS NUMBER #1

Sure, we all know that EGM is the best, but how did the magazine get to be number one? It sure didn't come easy! The Q-Mann did some probing to get the whole truth and to find out how EGM gets put together every month...

10. Genetically-enhanced employees that require no sleep and run on Sonic soda.
9. Where else can you read a magazine that has an editor named Sushi-X?
8. Polybags! Polybags! Polybags! Not only do they hold your free stuff, but they're also guaranteed not to contribute to the destruction of the ozone layer.
7. It's the snazzy UPC code on the front of the magazine.
6. Hey, we got Cyber Boy Andy!
5. Short lead-times allow EGM to be first with the info and fit into small boxes a lot easier than long lead-times.
4. Insect Politics.
3. Tasty "Salmon Surprise" in basement vending machines given to best employee of the month.
2. Street Fighter 2 Covers!
1. Tie:
   EGM has the best stuff first, a booming circulation and the most pages... ad pages don't hurt much either.
   and
   Ed Semrad's calendar.

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blow it up, oh, 800 percent and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine—if you can!

NEO•GEO POPULARITY

Ever since the Neo•Geo came out as a home system, it was regarded as the underdog by consumers. I know the price tag is high, but what better way is there to get arcade quality at home unless you buy every arcade machine you see? Also, it's good to see that there are so many good games coming out for the Neo•Geo. Samurai Shodown is awesome, as is Fatal Fury 2. I recently purchased a Neo•Geo through a local trading paper with the original Fatal Fury, Magician Lord, 2 controllers, and a memory card for only $370! That price is a steal considering that many stores are selling the Neo•Geo Gold system for almost $650. Also, since many games are available at trade shows and discount stores for around $50 each, it's easy to see why this system is really gaining in popularity!

Rick Pattera
Naples, FL

(Ed. We completely agree that the Neo•Geo is an impressive system, but the initial price of the unit scared many people away. Why should they spend that much money when they could go to the arcade and play titles like Samurai Shodown and Fatal Fury 2 for only 50¢? Now with the price of used units dramatically dropping, many people seem to be considering purchasing the Neo•Geo. Many of our editors around here are already searching for deals to snag a Neo•Geo now while the price is still low! With stores like Funco Land selling Neo•Geo games between $50 and $100, we can see the popularity is really taking off as well.)



With games like Fatal Fury Special, it's easy to see why the Neo•Geo is popular.

I WANT MY SF2!

Why hasn't T.T.I. chosen to bring Street Fighter II: CE to the Duo? The game is incredible! In a heat of passion, I ordered the game from an overseas distributor and paid some hefty cash for it, but it was worth every penny. I only wish T.T.I. could pick this title up and sell it here because more people should see just how great this version really is!

Brad Divers
Sacramento, CA



Street Fighter II: CE for the PC Engine has already hit a low price of $26 in Japan.

(Ed. Street Fighter II: Champion Edition for the PC Engine was a surprise hit when it stormed Japan on its release. However, as with many games in Japan, that furor has died down and many people are selling their games back to the stores which they bought them from. I hope you didn't pay too much for your copy of SF2 because the game can now be snatched up in many stores for about $26! Quite a big drop from its original selling price of ¥9800, about $88. It's too bad that T.T.I. couldn't get the rights from Capcom to release the game here, especially right now when they need as many good games as they can get.)

HAVE YOU SEEN



THE LOST VIKINGS™?

NOW AVAILABLE ON SEGA™ GENESIS™







Interplay™

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

LICENSED BY Nintendo SEGA™

©1993 Interplay Productions and Silicon & Synapse. All rights reserved. The Lost Vikings is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. ©1989 Nintendo of America, Inc. SEGA and GENESIS are trademarks of Sega Enterprises Ltd. Licensed by Sega Enterprises, Ltd. for play on the SEGA™ GENESIS™ system.

Silicon & Synapse, Inc.

To order The Lost Vikings, call 1-800-969-4263, or see your local retailer.

INTERFACE
LETTERS TO THE EDITOR

THE RESULTS ARE IN

Alright, I have something to say about the Nintendo vs. Sega Mortal Kombat deal. Sega did a great job (or should I say Arena?) on Mortal Kombat. The arcade translation's graphics were good, but the blood is what made the difference. Nintendo, for some reason or another, screwed the game up and pissed everyone off. What's wrong with reality? Blood makes this game and Nintendo can't seem to realize that blood is something you can see on television and in the newspaper! Well, Nintendo may learn a lesson when Sega sells so many more carts. Nintendo is just like my cafeteria, they both ruin good things.

Palmer Burks
Lexa, AR

I have just bought Mortal Kombat for the Genesis. Boy, was I disappointed! The game play was great, but the sound was the worst! Please give me the scoop on Mortal Kombat for the Sega CD. I hope the graphics are better and that it has all the digitized speech and sound effects.

Scott Doepper
Monroe, NY

I am very upset at the fact that people are going to be judging game systems by just one game. Even though the Nintendo version of Mortal Kombat may not be a good translation, that does not mean that the Super Nintendo is a bad system. It works the other way as well. Genesis freaks think that their system is number one just because it shows red blobs in one game out of hundreds. Also, Nintendo doesn't seem worried about the response from Mortal Kombat because they have games like Super Mario All-Stars and Street Fighter II Turbo to bring in sales. I own a Super NES and think that the Super NES Mortal Kombat is horrid. However, I have no ambitions to go out and buy a Genesis, because I do not think Genesis games in general can compare to Super NES games.

Anthony Yglecias
Tucson, AZ

(Ed. There definitely seems to be mixed reviews when it comes to the Super NES and Genesis versions of Mortal Kombat. Some players were won over to the Genesis version because of the promise of blood and gore flyin' everywhere. Others were led to the Super NES version due to the cleaner graphics and sound effects. It just goes to show how many people have different tastes in games—including our Review Crew.)

BETTER ENDINGS NEEDED

I buy tons of games for my Genesis, Super NES and Duo, and nearly every game seems to have a certain flaw. What flaw am I talking about? I'm talking about game endings. No matter what the game is, whether it's a shooter, action game, or some role-playing game, the endings just don't reward me for playing all the way through. I'm not saying every game is terrible. Many of my favorite RPGs, like Phantasy Star III, may not have the greatest of endings, but at least there are multiple endings to keep you playing. I want to feel I really accomplished something, not just see the words "Congratulations" and the credit list roll by.

Jim Carmins
Topeka, KS

(Ed. While it seems that many games may not offer exciting endings, how many different ways can you show Mario defeating Bowser? As in your example of Phantasy Star III, sure, there are multiple endings and it helps to keep people playing the games longer. But as for more fanfare in endings, maybe game companies never knew there was such a big demand for more dramatic endings. If the companies choose to listen, that could change.)



The differences between the Super NES and Genesis MK are stirring some debate.



Games like Phantasy Star III offer multiple endings to keep gamers playing longer.

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

... Awesome Possum was Sonic's illegitimate child? Naughty Sparkster!!

... Cyber Boy actually *called* the phone number a girl gave him.

... There was a game called Super Mario Fart and the power-ups were burritos.

... They made a 16-Bit version of Custer's Revenge.

... There was a Beavis and Butt-Head street fighting game.

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, Il 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

Fabian, Edward, Sheldon and Doug of Nova Scotia, Canada offer their own unique explanation as to why there won't be a Street Fighter III.

12. **Ryu is found drowned near a waterfall.**
11. **Blanka wanted to be like all the other kids and tried to swim. (Unfortunately electricity and water don't mix.)**
10. **Guile has a social disease and cannot continue fighting.**
9. **Ken commits suicide rather than live with such a dog of a wife.**
8. **Chun Li's implants have leaked.**
7. **Zangief was killed by a bear.**
6. **Dhalsim dies of anorexia.**
5. **Balrog attacks a beauty queen and is put in jail.**
4. **Vega wins the Miss America contest.**
3. **Sagat is picked up by the immigration department.**
2. **M. Bison gets crushed by his bell.**
1. **E. Honda is still eating.**

GAMETEK

Nigel Mansell's World Championship

RACING

"One of the hottest, and most realistic racing games available for the super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"

– GAMEPRO

"Nigel Mansell's World Championship Racing is a first-rate racing video game, with lots of detail, great graphics, and compelling play mechanics..."

– ELECTRONIC GAMES

"This is the best racing game on the market..."

– THE MIAMI HERALD

"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."

– NINTENDO POWER



Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

Game Hint and Tip Line: 1-900-903-GAME (4263)
• 80¢ per minute charge • Touchtone phone required • Minors must have parental permission before calling • Available 24 hours

Licensed by FOCA to Fuji Television. Source codes ©1993 Gremlin Graphics Software ltd. Packaging ©1993 Gametek, Inc. Gametek is a registered trademark of UE, Inc. 2999 NE 191st Street, Suite 500, North Miami Beach, Florida 33180. All rights reserved. SUPER NINTENDO ENTERTAINMENT SYSTEM IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA.

INTERFACE
LETTERS TO THE EDITOR

ADVERTISING DIFFERENCES

In the past, you've shown us the differences in video games between Japan and the United States. You showed us pictures of Dragon Knight II and III for the PC Engine which could never be released in the U.S. Then you talked about the differences between Japanese and American advertising and how they can show nudity in ads while we cannot. What about European countries? I know you guys don't travel there much but I've heard stories that they have the same unrestricted advertising that Japan does. Is this true?

Some Kid
Some City, IL

(Ed. Well, we may not have travelled much to Europe in the past, but lately, Ed was fortunate enough to attend the European Community Trade Show, (or ECTS for short) and learned a few interesting tidbits about advertising for the European audience. The Europeans are as open about nudity in advertising as the Japanese are. Whether it's on television or in a magazine, if nudity will sell the product, you're sure to see it. Not even video games are spared. At the Domark booth, Ed noticed that they were advertising Davis Cup World Tour (Davis Cup Tennis over here) with the unique advertising system. Europeans can be more risqué about advertising because it seems to be the norm over there. Of course, Tengen could not do the same advertisement here, so they whipped up their own brochure. Although it's not as visually appealing, it does promote the game more on stats and features, rather than a scantily-clad woman on a tennis court. Will we ever see this kind of advertising here? Doubtful, and those are the, um—bare facts.)

WHERE ARE...

In issue 51, (I must say it was awesome, by the way) I noticed that you ran pictures of Wolfenstein 3-D for the Super Famicom. As a long-time fan of the PC version, I was thrilled to see that it would finally come to a gaming system. One of the pictures even showed blood on a dead soldier. Will this be left in the American version? Or should I ask if this game will even come the U.S.? It looks hot and the scaling of the dungeon walls could be done perfect to match the PC version's smooth scrolling!

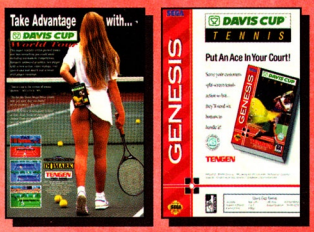
Frank Blatz
Some City, IL

You guys keep talking and talking about Capcom's Mega Man-X, but when are we going to see more of this game? I own and have beaten all the NES versions and am really looking forward to picking this title up. Any word on when Capcom is going to release it or do I have to keep drooling over the pictures in the magazine?

Joe Hudson
New York, NY

(Ed. Frank, we have heard that Wolfenstein 3-D is coming for the Super NES here in the States! It will still contain all the smooth scrolling that made the PC version such a hit. Naturally, the blood may be the first thing to go, but there have been some other changes as well. A new weapon was added and the voices have been changed to English. It's planned for an early 1994 release. It may not be exactly like the PC version, but we were impressed. Read more about it starting on page 188.

Capcom's Mega Man-X may be arriving sooner than you think! It's slated for a December '93 release and will hit the shelves with 12-Meg under its belt. The story line is different from its NES counterpart and features new enemies for Mega Man to conquer. It looks promising and you can see more of the game with our Fact File on page 228.)



The advertising differences between countries are, uh, pretty apparent.



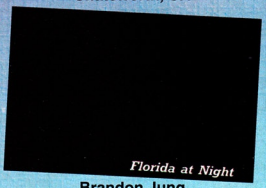
The PC classic, Wolfenstein 3-D, will be coming to the Super NES in early 1994!

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.



Steven Ratsner
Chatsworth, CA



Brandon Jung
Layton, UT

EGM! SPECIAL ASSIGNMENT!

Hey all you artists! Draw what you think Sushi-X really looks like.

Your mission, should you choose to accept it, is to draw Sushi-X the way he looks when not in his ninja uniform. Hint: A real picture of him was printed in EGM sometime within the last year. Here's some drawings of him while wearing his ninja suit doing what he does best.



Nikolas Ulmer
Oxnard, CA



Chris Kabluk
St. Cath., Ont., Canada

SIZZLE IN THE SAND!











Or get scorched on the court! It's your choice! Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

- Digitized graphics and super fast action highlight the play!
- One or two players compete against each other or both vs. the computer!
- Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
- Take your team all the way to the finals in your quest for the Gold Medal!

Dig & Spike VOLLEYBALL

1 OR 2 PLAYER MATCHES

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

HUDSON GROUP HUDSON SOFT®

Dig & Spike Volleyball™ is a trademark of Hudson Soft USA, Inc. All rights reserved.
© 1993 Hudson Soft USA, Inc. Hudson Soft is a registered trademark of Hudson Soft Co., Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

ECCO THE DOLPHIN™



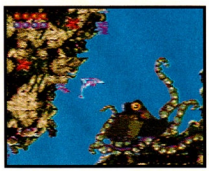
To activate the time sequence Ecco must learn a special song. Consult the Information Glyph.



The Killer Whale and other sea creatures will help you during your journey. Seek out the rejuvenating power of the Shelled Ones.



The Asterite knows mysterious, ancient secrets. Sing to him and receive important powers.

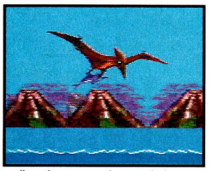


Swim very slowly past the Octopus. He attacks when he senses movement.



WELCOMETOTHENEXTLEVEL



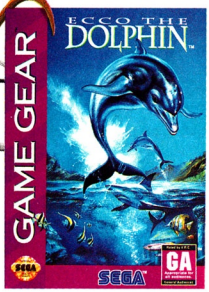


Call to the Pteranodon. Only he can help you over these rugged cliffs.

SEGA™
GAMEGEAR™

Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 17 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.





Sega, Game Gear, Ecco the Dolphin, and Welcome to the Next Level, are trademarks of SEGA. © 1993 SEGA. 3335 Arden Road, Hayward, CA 94545. All rights reserved.

REVIEW CREW

41 GAMES REVIEWED!!!

Gunstar Heroes, Dr. Franken, Ranma 1/2: Hard Battle, Tony Meola Soccer, Paladin's Quest, Magic Boy, Clay Fighter, TMNT: Tournament Fighters, Mario's Time Machine, Top Gear 2, Captain America, Championship Pool, Secret Missions, Pac-Attack, ActRaiser 2, Aladdin, Pink Panther GEN, Vegas Stakes, Yoshi's Safari, Super Nova, Pink Panther SNES, Ren & Stimpy, Street Fighter II-CE, Gauntlet IV, Formula 1 Grand Prix, Super Battletoads & Double Dragon, WWF Royal Rumble GEN, Rocket Knight Adventures, Zombies Ate My Neighbors, Splatterhouse 3, FIFA Soccer, Sonic CD, WWF: King of the Ring, Dinosaurs for Hire, Awesome Possum, RoboCop vs. The Terminator, AH-3 Thunderstrike, TMNT: Tournament Fighters NES, NFL QB Club, Star Wars, Bart vs. the World

MEET THE REVIEW CREW!



ED SEMRAD

While finishing up the largest issue of EGM this year, the poor editor has come down with a bad case of jetlag/burnout. Good thing the "Boss" is taking good care of him.

Current Favorite Games:
Sonic CD, Virtua Fighters, Clay Fighter



DANYON CARPENTER

Heavy "D" must be a cyborg or something much worse. This boy just won't quit! After putting Sega Force to bed, he wants to go jetskiing even though it's 50° outside.

Current Favorite Games:
Gunstar Heroes, Ren & Stimpy (Gen), TMNT: TF



MARTIN ALESSI

Now that summer's come and gone, the resident "referee" is getting ready for the football season as well as all the hot carts coming out for Christmas. Look out, man!

Current Favorite Games:
SSF2, ActRaiser 2, TMNT:TF, Aladdin (Gen)



SUSHI-X

Sushi is sick of politics and wishes he could air-kajam the whole world into thinking straight again. Anyway, he is currently addicted to SSF2 and going to a 12-step.

Current Favorite Games:
SSF2, Samurai Shodown, TMNT: TF, SF2 SCE



MIKE WEIGAND

Mike is still undecided about the rest of the crew moving in on his "territory," but is really looking forward to the tons of carts about to be unleashed for the holiday season!

Current Favorite Games:
Ninja Warriors, Samurai Shodown, Gunstar

GAME OF THE MONTH

Genesis **Sega**

Gunstar Heroes

Action	Release: Now
Levels: N/A	16 Megs







ED SEMRAD

This cart represents the fact that the Genesis can still beat out the competition! This has got to be one of the most intense carts to date, providing non-stop blasting and hand-to-hand (that's right) combat thrills that will strain your abilities to the max! There are plenty of levels, all of which are truly original and are an absolute riot to play through! Add the fact that it is two-player and you have a fantastic winner!!

DANYON CARPENTER

This game kicks @$$! Offhand, I can't think of another game that offers a blend of action and shooting like this one! The weapons are cool with enough variety and the levels are huge a plus filled with detail. Then there's the Bosses. Once you fight these beauties, you'll wonder why game companies never did this before! There's nonstop enemies and plenty to shoot at. It looks like the Genesis can still kick butt!

MARTIN ALESSI

This is one of the best looking carts I've seen from Sega in a while. The animation is slick as can be and the use of multiple sprites to form Bosses is extremely well done. The music is good plus the sound effects are explosive. Definitely one of the most intense games I've seen on the home video game scene. Great game play, two-player simultaneous action and nonstop intensity from beginning to end.

SUSHI-X

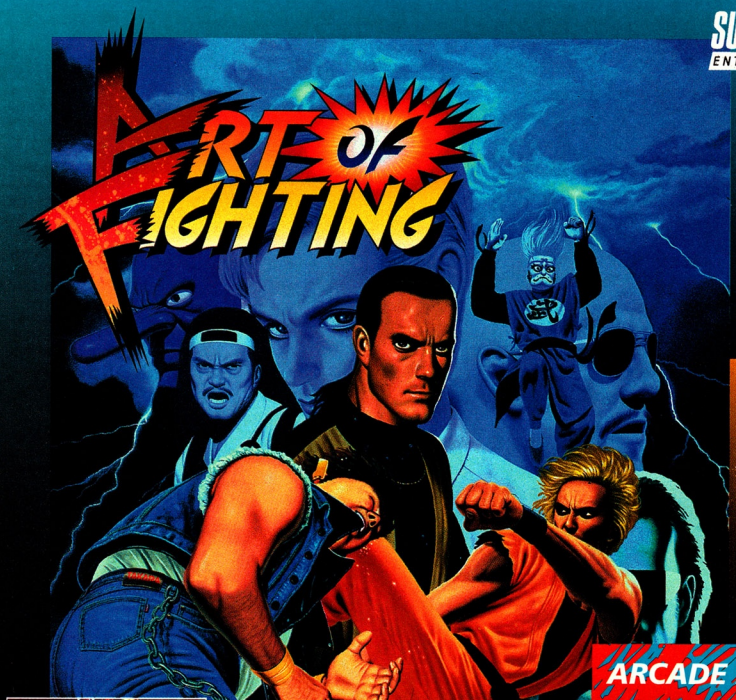
Every once in a while, a game will come right out of nowhere and take you completely by surprise—so much that it'll take you a while to recover. Gunstar Heroes is such a game. This is one of the most intense and complex carts to hit the Genesis ever! Fighting hand-to-hand as well with guns (with more than their share of firepower) will keep you on the edge of your seat! With killer music and graphics, this is a real winner!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY Nintendo

Official Nintendo Seal of Quality

ART OF FIGHTING

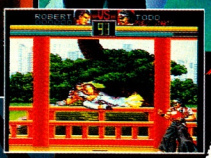


Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

ARCADE SMASH HIT!







- Huge graphics plus blazing-fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players

Enter the Mean Streets Sweepstakes!

Jump feet first into the hot action – enter the Mean Streets Sweepstakes. You could win one of the following prizes:

- Grand Prize - Neo Geo Home System* with Art of Fighting Game Cartridge
- 25 - 1st Prizes, Art of Fighting Super NES Game Paks
- 250 - 2nd Prizes, Art of Fighting T-Shirts
- 1000 - 3rd Prizes, Art of Fighting Pins

SPECIAL FREE GIFT!

Every entrant receives a FREE MEMBERSHIP in the new Takara Game Masters Club, while supplies last. Each membership includes an Art of Fighting Kit with a cool poster, a Mean Streets strategy guide and lots more. Just send in an entry form and get hit with a kit! Entry forms must be received no later than December 31, 1993.

Free Gift for Entering!
While supplies last.

ENTRY FORM

Send to: Ambassador Marketing Group
P.O. Box 252, Paramus, NJ 07653-0252

Name _____ Age _____

Address _____ Tel: _____

City _____ State _____ Zip _____

No Purchase Necessary - Void Where Prohibited - All entries must be received by December 31, 1993. Only one entry per person. Employees and their families of Takara U.S.A. Corporation, Ambassador Marketing Group Inc., and their suppliers are ineligible. Judges decisions are final. Not responsible for lost, mutilated, late, misdirected, or stolen mail. All entrants agree to be bound by the official rules which can be obtained by sending a self-addressed stamped envelope to Ambassador Marketing Group, P.O Box 252, Paramus, NJ 07653-0252. Approximate retail values for prizes: Neo Geo Home System with Art of Fighting Cartridge($899); (25) Art of Fighting Super NES Game Paks($1,750); (250) T-shirts($1,312); (1,000) Pins($1,000). Allow four to six weeks for delivery of kit.* Neo Geo is a trademark of SNK Home Entertainment Inc. Neo Geo and Nintendo of America are not affiliated with this promotion in any way.

EGM

TAKARA®
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: 212 689-1212

Nintendo®, Game Boy®, Super Nintendo Entertainment System®, Super NES®, and the official seals are trademarks of Nintendo of America Inc.
© 1992 Nintendo of America
Art of Fighting ™ 1993 SNK


AAAHHGH!
©Sears, Roebuck and Co. 1993
©BASEMAN

THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME SAMPLING. CAN YOU HANDLE IT?



SM

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Dr. Franken
DTMC / Super NES

This is a good, almost non-linear game, involving Frankenstein with a pair of shades and some devastating attacks as he travels around the globe. The graphics are cute and the animations provide plenty of laughs.

ED	DANO	MART	SUSHI	MIKE
7	7	6	6	7

Ranma 1/2: Hard Battle
DTMC / Super NES

Purists and fans of the Japanese version will immediately be repelled by the "Americanized" voices, but others will find a very good one-on-one fighting game. The fighters are very original, as are their many moves.

ED	DANO	MART	SUSHI	MIKE
7	8	7	8	8

Tony Meola Soccer
Electro Brain / Super NES

This game adds a new and different perspective to the usual home video soccer game, but the game play can get very confusing at times. Yet, there are plenty of options to interest veteran video game sports fans.

ED	DANO	MART	SUSHI	MIKE
6	5	5	4	6

Paladin's Quest
Enix / Super NES

Yet another RPG from Enix! For fans of Soul Blazer, this borrows the perspective, but it isn't as interactive plus combat isn't as direct. Fans of these kinds of RPG games will probably be more than satisfied.

ED	DANO	MART	SUSHI	MIKE
8	8	6	5	6

Magic Boy
JVC / Super NES

Here is another game that has great ideas (like being able to grab stunned enemies and carry them around with you), but they get almost completely lost in the poor control. The colors are beautiful and very well done.

ED	DANO	MART	SUSHI	MIKE
6	5	5	6	5

Clay Fighter

Super NES	Interplay
Fighting	Release: Now
12 Levels	16 Meg



Interplay went all-out in the originality department for this one—taking a common theme and adding a whole slew of nifty options and, well, slightly separated it from all the others. The control is excellent, and the timing is very good. The additions to all the voices, sounds and music add to the humorous tone of the cart. The only flaw is that the gags get too old too quickly. I also like the added theme song as well!

Well, I've got to give a hand to Interplay. What looked to be another mindless fighting game actually is quite fun to play and extremely humorous. The characters are cool, but since there are only eight characters, it's only a matter of time before you get tired of it. They certainly must be the masters of digitized voice. All the characters have cool voices, an announcer for each fight, and the theme song is awesome!

This is an absolutely brilliant game to bring out while MK and SF2 are the hottest things since sliced bread. The graphics are goofy yet very well done. The game play is filled with special moves, combos and tons of laughs. This will be a great alternative for parents who are having second thoughts about buying MK for the younger gamers out there. The cart is a solid-playing fighting cart with a twist.

If this game were based solely on looks, it would get close to a 10. The graphics are excellent and the animations are hilarious! The control of the various fighters is also uncommonly good. However, the initial thrill wears off rather quickly, plus the game lacks the real replay value of other fighting games (and I don't just mean SF II, people!). Overall, the game comes off as a very good cart.

TMNT: Tournament Fighters

Super NES	Konami
Fighting	Release: Now
Levels: N/A	16 Meg



Fantastic! This has got to be one of the best fighting games next to SF2, and in some cases better than SF2! The voices are crisp and clear, plus the control is absolutely wonderful! Another factor that I truly like is the story mode set up with dialog boxes unraveling the whole plot! There is a lot of techniques to learn, and plenty of combos that will get you really going! Another great hit from the pros at Konami!

Look out! The preliminary version of this game we received months ago didn't prepare me for how this cart would turn out. This is the definitive fighting game around (besides Street Fighter, of course), but the number of variety of characters, excellent special attacks and the wild finishing moves add up to one serious winner. If Street Fighter and Mortal Kombat have you down, be sure to check this one out!

It takes a company as good as Konami to bring out a game that could literally take on SF2! TF is a perfect blend of the best game play elements from SF2 and MK with the added bonus of using your favorite TMNT characters. The game play is great and all the little details, such as combos and finishing moves, have been included. Adjustable speed, Versus Mode and excellent graphics are just the beginning.

TMNT: Tournament Fighters is a real surprise. Fighting fans will definitely want to check it out! The fighters are all unique in their prospective ways (the ones that look the dumbest and up being the toughest), plus the moves are remarkably easy to execute, making it also a great game for beginner fighters! All this and turbo speeds that you won't believe! Great voice and music also deserve mention!

Mario's Time Machine

Super NES	Mindscape
Infotainment	Release: Dec.
Levels: N/A	N/A Meg



Just like Mario is Missing, this cart is aimed at a much younger audience and is based around the edutainment idea. This cart tests your skills at recalling historical places and trivia while giving you a pseudo-Mario adventure. Those players who want a lot of action will not find it here, but if you like to learn about history plus really liked the previous MIM, then this will be your ticket to fun, otherwise—forget it!

I actually enjoyed Mario is Missing and I expected this one to be the same. Luckily, it is and it offers even more challenging quests than the first. Kiddies may have a tougher time with this one. For all you experienced gamers, the game will seem like a cakewalk, especially the Donkey Kong-type scenes and the surf boarding, but once you start reading those questions, you'd better break out the history books.

The concept behind this cart is very good. The game basically uses Mario's character to get kids to learn important facts and trivia about history. The format proves to be much more effective than Mario is Missing, since most kids will just cycle through the multiple choice answers until they get the correct one. The game has little to offer in terms of action, but will actually force kids who are determined to win to learn something.

This is another of those "infotainment" (I hate that term) games in the spirit of Mario is Missing. For those of you who like a more deliberately paced game that tests your intellectual skills and recall of historical events, then this is for you. For others, don't think this is in the same vein as Super Mario All-Stars—far from it! The graphics and music are good with some sequences (like surfing) especially well done.

NOW GENESIS PLAYERS CAN KICK SOME REAL



(Fill in the fighting word of your choice.)

STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.

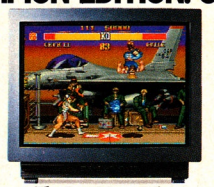


The Ultimate Fight At Home.
The most popular arcade game of all time – Capcom's Street Fighter II Special Champion Edition is now on Sega Genesis.



You've Met Your Match.
The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.

CAPCOM



The Best Moves Win.
New moves in this Special Champion Edition make the fighting more exciting than ever.

GENESIS



Kick Some _____ .
Hit the streets to your nearest store.



One of the highest rated Sega games of all time.*

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

©1993 CAPCOM USA, Inc. Street Fighter II Turbo is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM, Ltd. Sega and Sega Genesis are trademarks of Sega Enterprises, Ltd. For more information, call (408) 727-1665. *Based on internal Sega testing standards.

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Top Gear 2
Kemco / Super NES

Guess what? If you liked Top Gear, then you will probably also like Top Gear 2! This time there are some improvements over the original—most notably the scrolling is much smoother! Good weather conditions, too.

ED	DANO	MART	SUSHI	MIKE
7	7	7	6	6

Captain America
Mindscape / Super NES

Bash! Krak! Ooof! What happened here? The Genesis version, which is almost identical (content-wise), runs circles around this one! The control is bad, making it almost impossible to defeat some enemies.

ED	DANO	MART	SUSHI	MIKE
6	5	4	6	5

Championship Pool
Mindscape / Super NES

Yes, it is a video game version of pool. What's even more odd is it almost plays like the real thing! Many great options here (like perspective shifts) make this come alive! Some of the options could be eliminated, though.

ED	DANO	MART	SUSHI	MIKE
8	8	7	7	7

Wing Commander: Secret Missions
Mindscape / Super NES

This is the second Wing Commander game for the Super NES, and falls short of the original. The scrolling and action is incredibly choppy plus gets very distracting. This was a good idea, but it just didn't turn out very well.

ED	DANO	MART	SUSHI	MIKE
5	5	5	5	5

Pac-Attack
Namco / Super NES

No, don't laugh—just try it! This game looks like nothing, but once you start playing you will not be able to stop! The three games are addictive, and the Two-Player Competition will have you and a friend playing until you drop!

ED	DANO	MART	SUSHI	MIKE
8	7	7	8	8

ActRaiser 2

Super NES — **Enix**

Action	Release: Now
Levels: N/A	16 Meg



Being the sequel to one of the most popular of the Super NES lineup, you'd expect it to remain relatively the same. I was slightly disappointed by the fact that the overhead scenes were taken out, but if you go beyond that and look at it as an action game—it's great! The only problems (that are apparent) are that the controls need to get used to and the game is filled with lots of one-hit deaths. Still a decent game.

This game is quite a shock. I was thrilled with the original ActRaiser and thought it couldn't be beat—until now! This cart is packed with beautiful graphics, killer sound and enough action to keep anyone happy for days. I do miss the overhead scenes from the original, but this one will do nicely. The only problem I had with the game was the awkward control to fly. It does take a while to get used to.

This cart is absolutely phenomenal! The graphic and audio quality of this game is a total step above the original. The screen explodes with detailed backgrounds, huge animated Bosses and vivid colors. Look for tons of hidden techniques and strategies because the game play is as good as gold. The game is very hard, but, if you're game, this one will offer the challenges that veteran gamers have been waiting for.

From the opening music, reminiscent of the original ActRaiser, you just know this game is going to be special, and ActRaiser 2 didn't disappoint. Everything in this game is exceptional—from the hauntingly beautiful music to the graphics—this is a game you'd be proud to add to any collection. The city's building scenes are gone so it's all action, but there is enough new combat skills involved to compensate.

Aladdin

Genesis — **Sega**

Action	Release: Now
Levels: 10+	16 Meg



What happened to the Genesis!?! Suddenly, all the latest titles are some of the best ever seen! This cart has got to be seen to be believed! The animation is absolutely flawless, making it look just like the animated movie—literally! The slapstick humor of the movie is also retained. For example, when the guards run across hot coals, he jumps from toe-to-toe! Keep this up and who knows what will come up next!

It looks like it's going to be a good year for the Genesis. Aladdin takes many ideas from side-scrollers and turns it into a slapstick game everyone can enjoy! The sound effects are right on the money and the animation has yet to be rivaled. No other game comes close when comparing animation! The only problem with the game is the jerky scrolling that can be annoying for awhile, but soon you'll forget it's there.

Let's hear it for Virgin! This game is a masterpiece! The animation is second to none plus the little Disney touches to the backgrounds and characters make this cart a visual extravaganza. The sounds and music are also top-notch, with lots of emphasis on theme and atmosphere. This cart also plays as good as a Mario or Sonic. Incredible controls and a variety of techniques make this cart one of the hottest.

There are many games based on Disney stuff. While many don't succeed (and few do), Aladdin sets a new standard with its graphics that are so real, you'd think you were controlling characters in the movie itself! There are several levels to be conquered, and they are big enough to keep you entertained for many repeat playings! However, the control was a bit frustrating. Still a good game, though.

Pink Goes to Hollywood

Genesis — **TecMagik**

Action	Release: Now
Levels: 12	8 Meg



Huh!?! Well, if the president's cat can be made into a game, then why not the Pink Panther? But put that aside and you have a decent run-and-jump game. The music may not be as good as the Super NES counterpart, but it sure does play a whole lot better. The settings are very cool, and the atmosphere generated by the music, enemies, sounds, etc. is done very nicely. An original title in an unoriginal setting.

I was surprised by how good this game actually was. Although the character may not be the most modern around, Pink Panther still offers fans of side-scrolling action games some new surprises and a lot of technique. The idea of having movie sets for stages was cool and the music that goes with it is fitting. I would like to have seen more power-ups available, but as it stands, the game is decent.

This timeless character has finally made his way off of fiberglass commercials and into the Genesis. The game play is kind of simple, but there are plenty of power-ups and techniques. The graphics are well done, especially Pink Panther himself. His animation is very good and he has lots of it. The game will appeal to young and old alike plus will be a good alternative for people who really liked Chester Cheetah.

Well, it was probably only a matter of time until this guy showed his pink puss in video games, but now he is here and he is rather pleasant to play! The graphics are surprisingly good, plus the sound adequately conveys the mood of each level. The control was responsive and even better than that of the Super NES version (believe it or not). I really liked the different movie sets—a very clever idea!

TO REALLY KICK IT, POWER STICK IT.

3 Slow Motion Options.
Included for those Street Fighters who know that studying every intricate part of a move is the only way to get it down.

The Same Joystick and Buttons As The Arcades.
Now you can fight all night 'til you get it right – with no major finger wear.

3 Turbo Settings.
We're talking the maximum fighting speed you need for a worthy offense against your opponent.

4 or 8 Way Joystick Movement.
Essential for hitting hard and hitting often when you're playing Street Fighter II Special Champion Edition on the Sega Genesis. It's also amazing what you can do on other games.

Call 1-900-680-2583
for Capcom Game Codes and exclusive Street Fighter information anytime.*



CAPCOM FIGHTER POWER STICK GS

Arcade Style Moves. At Home.

CAPCOM

©1993 CAPCOM USA, Capcom Fighter Power Stick GS and Street Fighter II Special Champion Edition are trademarks of CAPCOM. CAPCOM is a registered trademark of CAPCOM, Ltd. Sega and Sega Genesis are trademarks of Sega Enterprises, Ltd.
For more information, call (408) 727-1665. *Call charges are 95¢ for the first minute and 75¢ for each minute after. Please ask your parents' permission before calling.

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Vegas Stakes
Nintendo / Super NES

Like Championship Pool, Nintendo gives casino life a great video game feel—and your adventures don't just stop in the gambling den! The incidents in the casino add much humor and great variety!

7	8	8	8	7
ED	DANO	MART	SUSHI	MIKE

Yoshi's Safari
Nintendo / Super NES

After playing this for a while, you may be tempted to turn your SuperScope on yourself and end it all! Yoshi's Safari suffers from one fatal flaw—it is way too easy. The scrolling and graphics are excellent, but that's it!

6	6	7	7	4
ED	DANO	MART	SUSHI	MIKE

Super Nova
Taito / Super NES

There are some excellent elements here (like great weapons, and, at times, astounding graphics), but the one-hit-wonder aspect that sends you back a ways in each level when hit is very aggravating!

7	7	5	6	6
ED	DANO	MART	SUSHI	MIKE

Pink Goes to Hollywood
Tecmagik / Super NES

The cool pink cat makes it to home systems! However, you may be better off with the Genesis version of this one, because the Super NES counterpart suffers from stiff control and unappealing levels

7	7	5	6	6
ED	DANO	MART	SUSHI	MIKE

Ren & Stimpy
THQ / Super NES

Ren & Stimpy had great expectations, and it lives up to some of them (very good graphics and voice, plus the clever idea of making each section based on a cartoon episode), yet the control could be improved greatly.

6	6	4	5	6
ED	DANO	MART	SUSHI	MIKE

Genesis — Capcom
Street Fighter II CE

Fighting	Release: Now
Levels: N/A	24 Meg



It's about time that SF2 came out for the Genesis. All the problems that seemed to plague the first version of SF2 CE were hammered out—like the black bar and such. Now, this version looks and plays just like the Super NES version minus a few colors. The Group Battle Mode is a neat touch, but doesn't save it from an 8. Though the graphics are there, the sound track and voices are horrible! It really is that bad!

Well, it's here and it's everything I wanted, except for The Flaw. The game is a blast and has all the same characters, moves and combos as before, but now includes a terrific Group Battle Mode for even more fun. Don't even think about using the 3-button controller—it blows. Use a 6-button and you'll be much happier. Now for The Flaw. The sound is horrible and it sounds like each character has laryngitis.

Every Genesis owner's dream come true is here! SF2 CE is a faithful translation of the arcade smash—plus more. There are enhancements that aren't even in the Super NES version. Special matches and eliminations make this a great cart to play with a group of friends. The graphics have greatly improved and the speed is even faster, too! Problem# 1: You need the 6-button control to enjoy it.

It's here! SFII Champion Edition has all the aspects of the Super NES version and even more! The Team Match Modes are a big plus, and the special moves are even easier to get off! You should have the new 6-button controller (toggling between kicks and punches by pressing START on the 3-button 'troller is maddening), but the voices could have used MUCH more work! Overall, a very good fighting game.

Genesis — Tengen
Gauntlet IV

Action/Adventure	Release: Now
Levels: N/A	8 Meg



The first four-player title for the Genesis! Boy, does it shine! Staying exactly the same from the arcade to the cart, this one is all the original and more! Cool Bosses to fight and TONS of levels to explore! The voices are near perfect and the difficulty, well, it really is quite a difficult quest. That is about the only problem with this cart. Add a four-player tap and the games a rollin' for four-player exploration fun!

Fantabulous! This version of Gauntlet IV is absolutely awesome! Terrific additions have been made like a lengthy Quest Mode and a blood-thirsty Battle Mode for a bunch of your friends. This game may get my vote as having the best music heard on the Genesis! It's orchestrated perfectly. And with the addition of being able to use the Sega Tap and EA's Four Way Play, the options are limitless.

This is the way a classic arcade game should be done. This is a carbon copy of its arcade cousin with tons of enhancements that make it even better. The four-player option is a blast and it's the only way to play once you've been hooked. The graphics are good and the music is above average. This cart really shines in the game play department, with tons of levels plus hours upon hours of difficult adventure.

Very faithful to the arcade version, Gauntlet IV is a four-player game that will keep a quartet glued to the television for hours! The levels are huge and some of the Boss characters (like the giant fire-breathing dragon) are a knockout! The game is a little on the hard side, but there are tons of levels to explore and the game never seems to end! Yet, the four-player simultaneous play does inhibit individual "exploring."

Genesis — Domark
Formula 1 Grand Prix

Racing	Release: Now
Levels: 12	8 Meg



Oh Joy! Another racing title! Even though we have seen, played and threw away other racing games, this one does have all the cool, nifty options that make this one different from all the others! The control is really tuned up so things get quite hectic at the push of a button, plus the graphics are decent. A little bit of choppiness can be seen as the track moves and side objects pass you, but it still isn't bad at all.

As a racing fan, I'm glad to see Formula 1 Grand Prix is a good simulator and actually fun to play. The landscape scrolls by smoothly and the computer controller drivers are tough! The amount of changes you can make to your car is kinda low, but it keeps you from getting bogged down with technical garbage. If you think you're good enough, give the Turbo Mode a try. The detail is toned down, but it's ballistic!

By far, this is one of the best racing games that I've played on the Genesis in a long time. The game play is incredible and the number of options available keeps things interesting. I love the Turbo Mode because the action really starts to fly when you get into 5th gear. This driver is actually Activator friendly, and if you don't mind looking silly, it can be a lot of fun. Smooth graphics are the highlight of this intense cart.

Another so-so racing game that, once again, puts you behind the wheel while you watch the track come at you as you drive. Although it's not on par with F-Zero, this game has all the options to be expected and racing fans may definitely want to give it a look. There is a little choppiness as the track and objects on the sides come at you, but the control is precise enough to keep things from getting too frustrating.

GAME GENIE™
HOT NEW CODES & COOL $AVING$

galoob®



SAVE $10 ON GAME GENIE™ FOR SUPER NES™



SAVE $5 ON GAME GENIE™ FOR GAME BOY®

Game Genie™ works on many game titles for the Super NES™ and Game Boy™ systems. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible. **Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. or Capcom Co. Ltd. Super Nintendo and Game Boy are trademarks of Nintendo of America Inc.** Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1993 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent 5,112,051.

HOT NEW CODES FOR SUPER NES™ STREET FIGHTER II: TURBO™ GAME

1	DDF1-7D60	Some special moves can be performed in the air—don't do Vega™'s Wall Leap™
2	C734-7405	Throws do no damage
3	D071-E460	No charging required for most special moves

Street Fighter II: TURBO, Vega and Wall Leap are trademarks of Capcom Co. Ltd. Super NES is a trademark of Nintendo of America Inc.

HOT NEW CODES FOR GAME BOY® THE LEGEND OF ZELDA® LINK'S AWAKENING™ GAME

1	FAO-999-4C1	Infinite energy
5	FF4-EE9-E6E	Get 255 rupees for each single rupee
6	FAF-BDA-4C1 + FAF-B2A-4C1	Infinite rupees (rupees aren't deducted for purchases you can afford)

The Legend of Zelda and Link's Awakening are trademarks of Nintendo of America Inc.

MANUFACTURER'S COUPON | Expires 1/31/94

SAVE $10.00

INSTANTLY ON GAME GENIE™ FOR SUPER NES™!

GOOD ONLY FOR ONE MFR. NO. 7353 GAME GENIE™ FOR SUPER NINTENDO®

Super NES and Super Nintendo are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1993 Lewis Galoob Toys, Inc. All Rights Reserved.

galoob®

0350

5 47246 22361 4

CONSUMER: Limit one coupon per purchase, good only for item indicated. Coupon may not be copied or reproduced. Consumer must pay any sales tax. Valid from Oct. 1, 1993 to Jan. 31, 1994.

RETAILER: We will reimburse you the face value of this coupon plus 8¢ handling provided you and the consumer have complied with the terms of this offer. Invoices proving purchase of sufficient stock to cover presented coupons must be shown on request. Any other application may constitute fraud. Coupon void where prohibited, taxed or restricted. Consumer must pay sales tax. Cash value 1/100 of 1¢. Reproduction of this coupon is expressly prohibited. Mail to: Lewis Galoob Toys, CMS Department #47246, One Fawcett Drive, Del Rio, TX 78840.

NOT VALID IN COMBINATION WITH ANY OTHER COUPON.



MANUFACTURER'S COUPON | Expires 1/31/94

SAVE $5.00

INSTANTLY ON GAME GENIE™ FOR GAME BOY®!

GOOD ONLY FOR ONE MFR. NO. 7359 GAME GENIE™ FOR GAME BOY

CONSUMER: Limit one coupon per purchase, good only for item indicated. Coupon may not be copied or reproduced. Consumer must pay any sales tax. Valid from Oct. 1, 1993 to Jan. 31, 1994.



RETAILER: We will reimburse you the face value of this coupon plus 8¢ handling provided you and the consumer have complied with the terms of this offer. Invoices proving purchase of sufficient stock to cover presented coupons must be shown on request. Any other application may constitute fraud. Coupon void where prohibited, taxed or restricted. Consumer must pay sales tax. Cash value 1/100 of 1¢. Reproduction of this coupon is expressly prohibited. Mail to: Lewis Galoob Toys, CMS Department #47246, One Fawcett Drive, Del Rio, TX 78840.

NOT VALID IN COMBINATION WITH ANY OTHER COUPON.

Game Boy is a trademark of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1993 Lewis Galoob Toys, Inc. All Rights Reserved.

galoob®

0354

5 47246 22274 7

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Super Battletoads & Double Dragon
Tradewest / Super NES

Yes, I will move to this! This is identical to the NES version with some differences, but the graphics are improved ten-fold! Putting these two teams together was a great idea, and fans of both will not be disappointed! Yes!

ED	DANO	MART	SUSHI	MIKE
8	8	8	8	9

EDITORS' CHOICE GOLD

WWF Royal Rumble
Flying Edge / Genesis

Played the Super NES version? This one is basically the same thing on a different platform! The colors are diminished somewhat, but wrestling fans will love it! Be sure to use the 6-button controller with this one!

ED	DANO	MART	SUSHI	MIKE
7	6	7	7	6

EDITORS' CHOICE GOLD

Rocket Knight Adventures
Konami / Genesis

Yes, it's Sparkster, and he is one awesome possum! Konami offers the Genesis another great game with this flyin' critter! Plenty of levels, technique and great graphics to keep even the most hardened game veteran entertained!

ED	DANO	MART	SUSHI	MIKE
8	8	8	8	8

EDITORS' CHOICE GOLD

Zombies Ate My Neighbors
Konami / Genesis

The screen layout is like Gauntlet IV (with a black area showing your items). I tend to prefer it that way! Like the Super NES version, this is an excellent game for one or two players, loaded with references to old horror movies!

ED	DANO	MART	SUSHI	MIKE
8	8	8	9	9

EDITORS' CHOICE GOLD

Splatterhouse 3
Namco / Genesis

This is a guilty pleasure! The control is near perfect and the ability to become a muscle-bound destroyer is an excellent option! Things are VERY violent here, and at times, extremely disturbing! But, this game delivers!

ED	DANO	MART	SUSHI	MIKE
8	8	8	8	9

EDITORS' CHOICE GOLD

Genesis | **Electronic Arts**

FIFA Soccer

Sports	Release: Now
Levels: N/A	16 Meg



EA and sports, go figure. . .
This title has got to be one of the best soccer games that I have ever played! The animation is very good, and the perspective does not hinder the game at all like most other versions do. Tons of options make for a diversity each time you play! This will be a definite treat for soccer fans all over. The only reason that this doesn't get a 9 is, well, honestly I just don't like soccer that much.

I don't really like sports games at all, especially soccer—until FIFA Soccer came along. It offers everything someone like me wants in a sports game. It has perfect control, a large variety of teams and moves, plus most importantly—it's just plain fun! It's great hearing the crowd chant during those incredible plays. Do yourself a favor and pick up the adapter because this game is wild with four players!

This cart will be to soccer what John Madden is to football. EA has finally outdone themselves by churning out what I consider the best soccer title ever! Everything from the offensive and defensive plays to the cheers and jeers of the crowds has been included. The game play is great and there are tons of play plus even discriminating soccer fans will be pleased. Now let's see how many revisions they'll do of this one.

It's soccer. It's by EA. What else do you need to know? I suppose one could say EA does it again with another excellent sports game, but why bother? (Oops, I just did!) There are plenty of options to choose from, plus the scrolling and motion is fluid and keeps the action going. Sports fans will surely want to check this one out. But how about a Mutant League game called "Mutant League Sock Her?"

Sega CD | **Sega**

Sonic CD

Action	Release: Now
Levels: 70+	CD-ROM



Excellent, Excellent, Excellent!
This CD has got to be the best version of Sonic to date! All the control is here, the glitches that plagued the second one are gone, and having 70+ levels to traverse make this really incredible! Also, the ability to time travel adds wonders to this game—as with changing the future! The bonus stages are cool, but a bit choppy, plus the Bosses are a bit weak, but it still is incredible!

This game is a ball! Sega CD owners finally have a good game to look for. There are tons of levels with cool effects, and the ability to travel into the past and future adds even more to an already great game. The music is what really draws me to the game. It's a mix of techno in the future and more laid back in the past. The cinemas are cool, but you'd expect those in a CD game. Game of the Year? Maybe!

Don't believe the hype. Sonic's a cool dude, but there really isn't anything new in his premier onto the CD scene. The graphics are pretty much the same and there isn't a lot here that couldn't be done on a cart. The bonus rounds are very cool and the music and sounds are extremely high quality. The cartoon-like intros and endings are an added bonus, but there's just not enough originality here to break new ground.

Wow! We're talking BIG levels here with the little blue blur traveling through time zones! Oh, yes, big ring—time to go to the Bonus Stage—YUCK! I've warped into the choppiness of Awesome Possum! Other than this uncharacteristically choppy Bonus Stage (what happened?), Sonic CD is a top-notch game with (as expected) absolutely knockout graphics and atmospheric sound! Yet, some may find it too easy.

NES | **LJN**

WWF King of the Ring

Action	Release: Now
Levels: N/A	2 Meg



It's about time that a new wrestling game came out for the old 8-Bit timer. There are lots of wrestlers to pick from, each being quite different from the other. Being only a two-button game does not really hinder it from being fun, but being on an 8-Bit system does have its limitations—like the occasional character legs disappearing when thrown due to break-up. But it is still lots of fun for two players!

Although there aren't many wrestling games available for the dying NES system, I wasn't very impressed with this one. The wrestlers were all pretty choppy in movement and there was practically no sound. There is, however, a large amount of moves and the cart is only really fun when two players are competing. At least there are four types of matches that can be held. It's good, but nothing spectacular.

A good attempt of making a quality wrestling game for a near-dead game system. The graphics are weak and lots of flicker gets annoying real fast. The game play is decent and the cart proves to be fun for two players. All of the popular wrestlers are present and their special moves are relatively easy to do. This cart will appeal only to those who are caught in some cruel time warp and can't break away from 8-Bit.

OK, so it's not the Super NES or even the Genesis version! So ...let's dance! WWF on 8-Bit does just fine and for two players, it becomes extremely fun! However, the usual drawbacks of 8-Bit still show up (diminished sound, flicker, break-up, etc.), but what is there is well done! There are enough wrestlers to chose from and their moves are easy to execute (remember, this is a two-button system!)

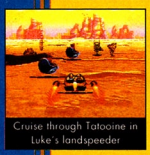
JVC

JVC MUSICAL INDUSTRIES, INC.

SUPER STAR WARS



Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in Luke's landspeeder



Battle new alien forms



Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

LUCAS arts

Official Nintendo Seal of Quality

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Dinosaurs for Hire
Sega / Genesis

A Contra-type action game, except you can pick one of three dinosaurs—each with his own special attacks, etc. Overall, an entertaining shoot 'em-up. But at times, the programming looks shoddy and rushed.

ED	DANO	MART	SUSHI	MIKE
7	7	6	7	7

Awesome Possum
Tengen / Genesis

Shut up! This critter loves to talk, and in excellent voice digitization, but that seems to be at the cost of solid game play. The scrolling is a bit too choppy to make this a game with long-term appeal!

ED	DANO	MART	SUSHI	MIKE
8	6	5	7	5

RoboCop vs. The Terminator
Virgin / Genesis

This is the "Wild Bunch" for Genesis. Shoot a guy with a high-powered gun and he explodes in a bloody mess! As RoboCop, there are many weapons to collect and the control of the RoboCop character is flawless.

ED	DANO	MART	SUSHI	MIKE
8	8	7	8	8

AH-3 Thunderstrike
JVC / Sega CD

Games for this CD system keep getting better and better! AH-3 is a very good perspective attack chopper simulator with excellent scrolling, sound effects and weapons! Also, being able to choose your mission is a big plus!

ED	DANO	MART	SUSHI	MIKE
9	9	7	7	8

TMNT: Tournament Fighters
Konami / NES

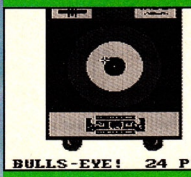
Well, it wasn't exactly essential to do a version of this game for 8-Bit, but on the smaller platform, TMNT: TF does pretty well. Even with just two buttons, there are plenty of special moves, but a lot of break-up and flicker!

ED	DANO	MART	SUSHI	MIKE
7	7	7	7	6

EDITORS' CHOICE GOLD

GameBoy — LJN
Quarterback Club

Sports	Release: Now
Levels: N/A	2 Meg



Now here's something new—originality in a game! Great new options, like the Punt Testing, really make this game warm you up to play a scaled down version of football. You have your choice of real quarterbacks that truly exist—so that is a plus as well. Apart from that, there are really no other significant aspects to this game. It's football on the GameBoy, and that is pretty much it.

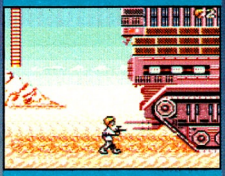
This is a great idea for football games. It's too bad it's currently available only on the GameBoy. Anyway, being able test your football skills in tournaments, rather than on the field seems a bit strange but the whole idea works our rather well. The realism is there because there are real quarterbacks, which helps the score, but the games can get old quickly and the price of admissions is sore eyes.

Cool concepts like these shouldn't be wasted on hardware like the GB. There are quite a few interesting features present, but the execution and hardware limitations keep this game from being any fun. The game play is OK, and being able to choose from a variety of quarterbacks is cool. The graphics are weak and the game becomes tiresome and repetitive rather quickly. This is one club you don't want to join.

This is an interesting and, at times, successful variation on the old football video game! Being able to test your accuracy, distance, mobility and recognition really haven't been tried before, and being able to use some real QBs adds to the realism. The whole thing does wear thin rather quickly, but for something that hasn't been tried before, this game deserves a lot of merit! Like that Two-Player Mode.

Game Gear — U.S. Gold
Star Wars

Action	Release: Now
Levels: 23	4 Meg



It's not just the Genesis that is starting to get better titles, but its little cousin, the Game Gear, as well! Star Wars is by far one of the best-looking games for this system to date! The sounds aren't bad and the game play is really good! Those who really loved the 16-Bit versions of this classic sci-fi thriller will go head-over-heels for this one! I hope that more of these games just keep on coming!

What a surprise! I find this version more fun than its 16-Bit counterpart. Although it seems rather strange watching the princess run around with a blaster, the colorful graphics and upbeat sound effects keep the game exciting. The game plays very quickly, but there's no loss of control. If you're lucky enough to get a Game Gear this Christmas, make sure you pick up Star Wars. It's a lot of fun!

A short time from now in a Game Gear not far away you'll be able to experience the action of Star Wars. This is the best portable game I've seen all month and really is impressive considering the system it's on. Colorful graphics and above average music bring the action onto the portable scene. Intense game play and hours of challenge will make this one of your favorite bring-along. Good job, now let's see Empire!

For a translation of what was originally a very good game for a superior system, Star Wars for the Game Gear comes off rather well! Even with the lower graphics and sound, fans of the 16- and 8-Bit versions of the blockbuster science fiction trilogy will be right at home with this one! The game does change the movie around some, but hey—that's half the surprise! This one sports good control, too!

Game Gear — Flying Edge
Bart vs. the World

Action	Release: Now
Levels: N/A	2 Meg



For all of you who really could not stand the game play in Bart vs. the Space Mutants will not have to cringe when being tempted to purchase this cart. It really has a lot of diversity, and even plays a bit better than the old NES version. The control is excellent, plus the graphics are really good. Lots of appearances by all the Simpsons' characters really make this one a treat for fans of the animated series!

I remember this one back from the NES version. I didn't like it then and I don't like it now. The game plays very slowly and there's no real control of Bart. Sure, some of the scenes may look pretty detailed, but it's just not very exciting and not very fun. Don't get me completely wrong, here. It's better than Bart vs. the Space Mutants and more playable, but it just doesn't offer enough excitement.

This cart is a big improvement over previous Simpsons' titles for the GG. The graphics are excellent and are very bright and colorful. The sounds are really good, too. There is a lot more variety to the game play and the control is very responsive. Of course, the humor of Bart and his wacky friends is rampart throughout the game. Overall this is another quality Game Gear cart and Simpsons' fans should take note.

Ah, yes, more Simpsons! I remember the bad taste left by Bart vs. the Space Mutants (the "Eat my shorts, man" one), so I really wasn't looking forward to playing this one. But, I was somewhat surprised! The graphics are very good and the control was precise enough to keep one from throwing the Game Gear on the ground! Overall, a vast improvement over the previous "Space Mutants" for the GG.

BATTLE with the BEST!





Can you withstand the devastating power of Shnouzer's THUNDER CLAW?



Can your wicked twin blades defeat the evil Lord Autarch?



Can you master the searing "Arc Blast" technique?

American Sammy Corporation
901 Cambridge Drive • Elk Grove Village, IL 60007
Phone: (708) 364-9787 • Fax: (708) 364-9831

"Battle Blaze" is a trademark of American Sammy Corporation, 1992.

Will you become the Master of the Realm?

BATTLE BLAZE™

Coming soon . . .

It all began when

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



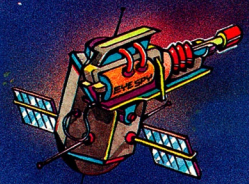




Power Clutch (Genesis) The joystick that revolutionized the Sega.



Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire, Auto Turbo and Slow Mo.





asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD, MAYBE.

©1993 ASCII ENTERTAINMENT SOFTWARE, INC. P.O. BOX 6639, SAN MATEO, CA. 94402. TELEPHONE (415)570-7005. ASCIIWARE AND ALL RESPECTIVE

asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine Tournament Mortal Kombat.

ascipad SG-6 (Genesis) Six buttons, and killer styling. Block butt, run backward, fight four players at once.

Soon, I had 'em all rounded up, and boy, were they faced. I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE™

PRODUCT NAMES ARE TRADEMARKS OF ASCII ENTERTAINMENT SOFTWARE, INC. ALL RIGHTS RESERVED. ALL PRODUCTS FEATURE TURBO, AUTO TURBO, AND SLOW MOTION CONTROL. AUTO TURBO IS A PROPRIETARY TECHNOLOGY OF ASCII ENTERTAINMENT SOFTWARE, INC. US PATENT NO. 4,870,389.

EGM's HOT TOP TENS

TOP TEN GOOFIEST BOX ART COVERS

Last month we brought you the Top Ten Best Box Art Covers! This month, we will take a look at the box art covers that are well... out there! Some of the best games available today are sold in boxes with artwork that is irrelevant, or downright strange! Here are 10 of the many box art covers that stand apart for obvious reasons.



#1 KEMCO/SNES PHALANX



#2 SEGA/GENESIS DYNAMITE DUKE



#3 JALECO/SNES RIVAL TURF



#4 CAPCOM/SNES SF II TURBO



#5 RENOVATION/GENESIS BEAST WRESTLER



#6 NEC/TURBO MAKIN' IT TO THE HOOP



#7 DTMC/SNES RANMA 1/2 HARD BATTLE



#8 TENGEN/GENESIS PIT FIGHTER



#9 JALECO/SNES BRAWL BROTHERS



#10 SEGA/GENESIS ZOOM!

EDITORS' TOP TEN



Samurai Shodown knocked ActRaiser 2 from the top spot! The big game season is upon us!



#1	SNK / SAMURAI SHODOWN	
NEO	3 Months	△

#2	ENIX / ACTRAISER 2	
SNES	2 Months	▽

#3	KONAMI / ZOMBIES ATE MY NEIGHBORS	
GEN	1 Month	-

#4	SEGA / SONIC CD	
GEN	3 Months	△

#5	SEGA / GUNSTAR HEROES	
GEN	1 Month	-

#6	KONAMI / TMNT TOURNAMENT FIGHTERS	
SNES	3 Months	▽

#7	TAITO / NINJA WARRIORS	
SF	1 Month	-

#8	CAPCOM / STREET FIGHTER II TURBO	
SNES	5 Months	▽

#9	KONAMI / DRACULA X	
PCE	1 Month	-

#10	JVC / THUNDERHAWK	
GEN	1 Month	-

READER'S TOP TEN

Once again, Scorpion and gang held off Street Fighter II Turbo to keep the top slot this month! But the MK SNES version is already slipping down the charts! Is the Genesis version doomed to follow? Stay tuned...

#1 MORTAL KOMBAT / GENESIS



Look at Reptile: "Do you want to play as me?"

#2 STREET FIGHTER II TURBO / SNES



Movin' back up! Can it beat our Mortal Kombat?

#3 STREET FIGHTER II / SNES



The old faithful one that started it all is still here!

#4 MORTAL KOMBAT / SNES



The SNES version is dropping down the charts!

#5 SUPER MARIO ALL-STARS / SNES



A four-in-one cart for die-hard Mario fans everywhere!

#6 SUPER EMPIRE STRIKES BACK / SNES



The second installment with more megs and action.

#7 FLASHBACK / GENESIS



Science fiction adventure on the Genesis!

#8 STREET FIGHTER II CE / DUO



Even the DUO is getting the best fighting game!

#9 FINAL FIGHT 2 / SNES



Haggar, Maki, and Carlos out to rescue Maik's dad!

#10 CLAY FIGHTER / SNES



Blob, Taffy, and other wiggly battlers with 16-Meg!



You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

©1993 CAPCOM USA, Inc. Street Fighter II Turbo is a trademark of CAPCOM USA, Inc. CAPCOM is a registered trademark of CAPCOM, Ltd.
Nintendo, Super Nintendo, Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

CAPCOM

EGM's HOT TOP TENS

Babbage's
America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of September 22, 1993

NINTENDO

#1	OCEAN / JURASSIC PARK	
	2 Months	-
#2	TECMO / TECMO SUPER BOWL	
	3 Months	△
#3	TECMO / TECMO NBA BASKETBALL	
	10 Months	△
#4	ENIX / DRAGON WARRIOR IV	
	5 Months	△
#5	NINTENDO / KIRBY'S ADVENTURE	
	4 Months	▽
#6	NINTENDO / SUPER MARIO BROS. 3	
	13 Months	▽
#7	DATA EAST / JOE & MAC	
	1 Month	-
#8	NINTENDO / TETRIS	
	14 Months	△
#9	MINDSCAPE / MARIO IS MISSING	
	2 Months	▽
#10	JALECO / BASES LOADED 4	
	4 Months	▽

SUPER NES

#1	ACCLAIM / MORTAL KOMBAT	
	1 Month	-
#2	CAPCOM / STREET FIGHTER II TURBO	
	2 Months	▽
#3	NINTENDO / SUPER MARIO ALL-STARS	
	1 Month	-
#4	KONAMI / NFL FOOTBALL	
	2 Months	▽
#5	NINTENDO / STARFOX	
	6 Months	△
#6	ACCOLADE / BUBSY	
	4 Months	-
#7	JALECO / TUFF-E-NUFF	
	1 Month	-
#8	THE SOFTWARE TOOLWORKS / MARIO IS MISSING	
	3 Months	▽
#9	NINTENDO / SUPER MARIO KART	
	11 Months	▽
#10	SQUARE SOFT / FINAL FANTASY II	
	3 Months	-

GENESIS

#1	ARENA / MORTAL KOMBAT	
	1 Month	-
#2	CAPCOM / STREET FIGHTER II SPECIAL CE	
	1 Month	-
#3	ELECTRONIC ARTS / BILL WALSH COLLEGE FOOTBALL	
	1 Month	-
#4	SEGA / JURASSIC PARK	
	2 Months	▽
#5	SEGA / SHINING FORCE	
	2 Months	▽
#6	SEGA / SHINOBI III: RETURN OF THE NINJA MASTER	
	1 Month	-
#7	FLYING EDGE / SPIDER-MAN AND X-MEN	
	1 Month	-
#8	AMERICAN SAMMY / SORCERER'S KINGDOM	
	1 Month	-
#9	ELECTRONIC ARTS / PGA TOUR GOLF II	
	7 Months	▽
#10	ELECTRONIC ARTS / GENERAL CHAOS	
	1 Month	-

SEGA CD

#1	SEGA / BATMAN RETURNS	
	4 Months	△
#2	SEGA / ECCO THE DOLPHIN	
	3 Months	-
#3	RENOVATION / ROAD AVENGER	
	8 Months	△
#4	SEGA / NIGHT TRAP	
	8 Months	△
#5	SEGA / AFTER BURNER III	
	5 Months	△
#6	SEGA / FINAL FIGHT CD	
	3 Months	▽
#7	JVC / JAGUAR XJ220	
	5 Months	▽
#8	TENGEN / ROBO ALESTE	
	1 Month	-
#9	RENOVATION / TIME GAL	
	3 Months	▽
#10	SEGA / SHERLOCK HOLMES	
	1 Month	-

GAMEBOY

#1	ACCLAIM / MORTAL KOMBAT	
	1 Month	-
#2	NINTENDO / LEGEND OF ZELDA: LINK'S AWAKENING	
	2 Months	▽
#3	SQUARE SOFT / FINAL FANTASY LEGEND III	
	1 Month	-
#4	NINTENDO / SUPER MARIO LAND 2	
	10 Months	△
#5	OCEAN / JURASSIC PARK	
	1 Month	-
#6	NINTENDO / MARIO'S DREAM LAND	
	14 Months	▽
#7	NINTENDO / KIRBY'S DREAM LAND	
	13 Months	▽
#8	ABSOLUTE / STAR TREK: THE NEXT GENERATION	
	3 Months	▽
#9	NINTENDO / TETRIS	
	6 Months	▽
#10	NINTENDO / YOSHI'S COOKIE	
	5 Months	▽

GAME GEAR

#1	ARENA / MORTAL KOMBAT	
	1 Month	-
#2	SEGA / JURASSIC PARK	
	1 Month	-
#3	SEGA / SONIC THE HEDGEHOG 2	
	9 Months	-
#4	SEGA / WORLD SERIES BASEBALL	
	1 Month	-
#5	SEGA / COLUMNS	
	2 Months	▽
#6	ARENA / T2: THE ARCADE GAME	
	1 Month	-
#7	SEGA/ TOM & JERRY	
	3 Months	▽
#8	SEGA / THE MAJORS: PRO BASEBALL	
	1 Month	-
#9	SEGA / STREETS OF RAGE 2	
	1 Month	-
#10	SEGA / LAND OF ILLUSION	
	5 Months	▽



EGM's HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

WITH ELECTRONIC GAMING MONTHLY

ONLY 99¢ PER MINUTE!

1-900-740-7722

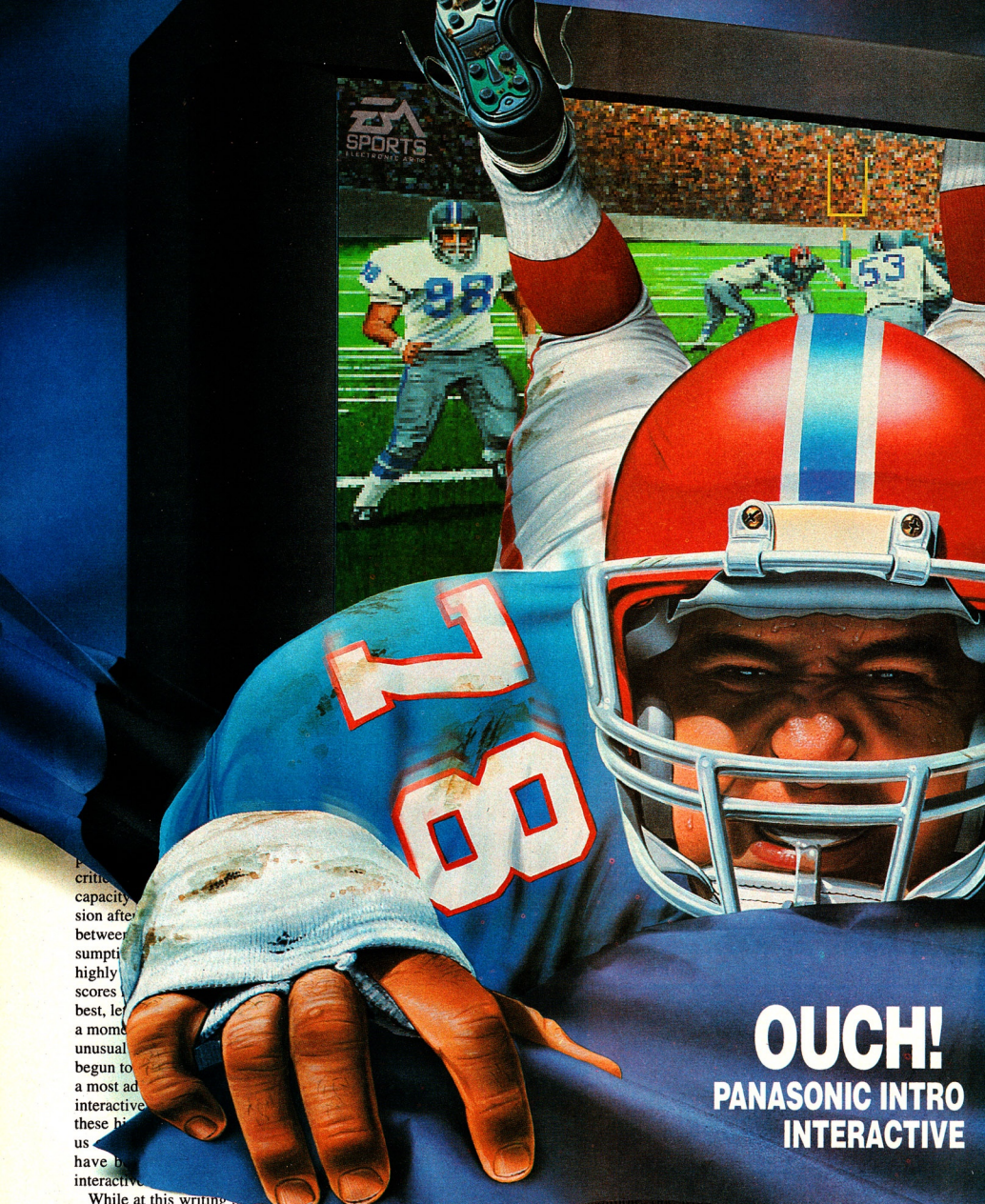
Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE TODAY!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL-STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / FX TRAX
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / YOSHI'S SAFARI
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / SUPER TECMO BOWL
15. SNES / BUBSY
16. SNES / CLAYFIGHTER
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / ETERNAL CHAMPIONS
20. GENESIS / STREET FIGHTER 2 CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / SONIC SPINBALL
24. GENESIS / FLASHBACK
25. GENESIS / BLOODLINES
26. GENESIS / ALADDIN
27. GENESIS / ZOMBIES ATE MY NEIGHBORS
28. GENESIS / STREETS OF RAGE 2
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
31. SEGA CD / BATMAN RETURNS
32. SEGA CD / MORTAL KOMBAT
33. SEGA CD / MONTANA FOOTBALL CD
34. DUO / GATE OF THUNDER
35. DUO / STREET FIGHTER 2 CE
36. 3DO / CRASH 'N BURN
37. NEO•GEO / SAMUARI SHODOWN
38. NEO•GEO / WORLD HEROES 2
39. NEO•GEO / FATAL FURY SPECIAL
40. NES / SUPER TECMO BOWL
41. NES / SUPER MARIO 3
42. NES / YOSHI
43. NES / MEGA MAN 6
44. GAMEBOY / SUPER MARIO LAND 2
45. GAMEBOY / ZELDA
46. GAME GEAR / JURASSIC PARK
47. GAME GEAR / SONIC CHAOS
48. ARCADE / SUPER STREET FIGHTER 2

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.

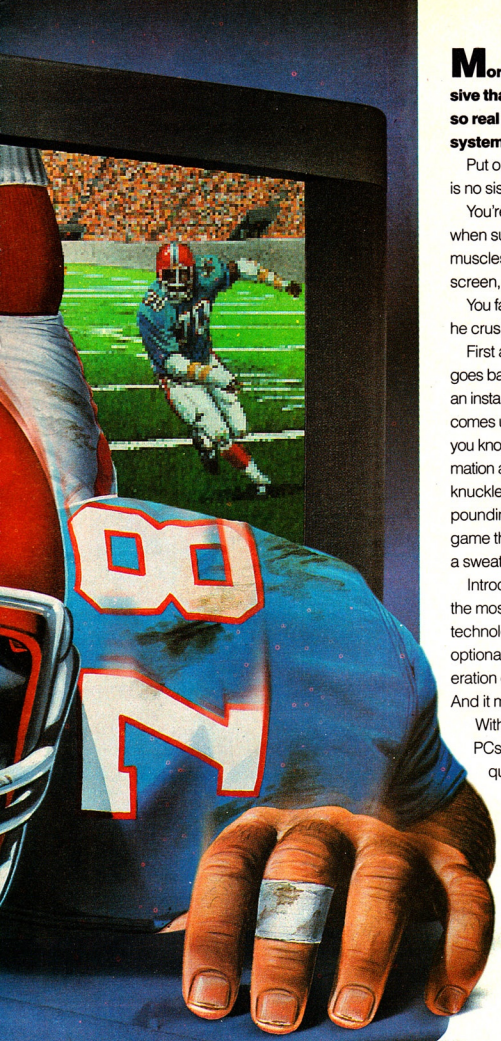
Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148



OUCH!

PANASONIC INTRO INTERACTIVE

While at this writing [illegible] clusive data, a number of sources have ex[illegible] newfound propensity to discuss international politics, and a bizarre compulsion to sit up straight in their chairs, speak in clear, [illegible] Jersey. After repeated exposure to the [illegible] lyst, actual hair was said to have sprouted from his chest [illegible] connections between papaya consumption and these random



IT'S REAL.

DUCES THE R·E·A·L.™ 3DO™ MULTIPLAYER™.

More powerful, more colorful, more responsive than ordinary systems. 3DO technology is so real it hurts. And Panasonic makes the only system that has it.

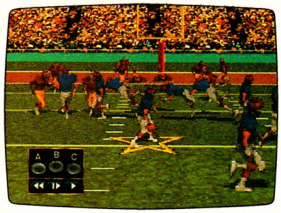
A 3DO EXPERIENCE.

Put on your protective gear; what we've got here is no sissy video game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds—and talk about muscles—there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You fake to the left, the right—the program gives you total freedom. But he crushes you just the same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding—this is a video game that makes you break a sweat. This is R·E·A·L.



Quarterback perspective with EA's 3DO™ John Madden Football.™

Introducing the Panasonic R·E·A·L 3DO Interactive Multiplayer, the most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, video CDs. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With 50 times more power than ordinary video game systems and PCs. Up to 16 million displayable colors for photorealistic picture quality. Digital CD sound (with right and left outputs for stereo hookup). And a 32-bit RISC chip architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield.

In other words, it's real.

To speak to the dealer nearest you, call **1-800-REAL-3DO.**

3DO



Panasonic®
just slightly ahead of our time.®

3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. EA SPORTS is a trademark of Electronic Arts.

GAMING GOSSIP

The Latest Dirt On Sega's Saturn
More News On Mortal Kombat 2
Tengen Nails Down Core Design
Codemaster Goes On The Dark Side
Data East and Capcom Duke It Out
Game Genie 2 Coming From Galoob
Midway Rumored To Head Home
MK 'ERMAC' Mystery Revealed

...Time to dig into the good stuff, kiddies, as the Q-Mann returns for yet another foray into the seedy world of video game gossip! I'd like to extend a special invitation to all the tech-heads in the audience this month, for the Q has collected some mighty fine follow-up material to the Saturn story that the Big Boss Man is running somewhere else in this issue. Also hold on for Gaming Gossip - Special Legal Edition, as yours truly attempts to wade through a variety of mud-slinging game corps. on a mission to start World War 3! Without further delay, let's go...First stop is Hardware Haven, where the Q-Minator has once again scooped the rest of the press with some of the background details on Sega's new Saturn super-system. The big-wigs at Sega Japan are rumored to not only be looking into the possibility of employing the new recordable CD options, but also having cable down-loading functions on-board, with a variety of upgrade boards for the 32-Bit system architecture allowing programmers to provide different environments for each type of game they wish to create. This customized software will be a real boost over typical mechs that offer developers little flexibility in writing new games. The Quartermann has also learned that Sega is trying to be more attentive to the concerns of price, learning a valuable lesson on the steep bill they were asking for the Sega CD, but it could clock in over 200 bucks. More to come...

...The flurry of media attention that exploded around Mortal Kombat is sure to envelope its sequel. The buff-looking part two edition will be ready to hit the streets before the end of the year for sure and will pack a mighty wallop, with new characters joining an all-star cast. You now can take control of Goro and other MK alumni who have learned a few new tricks since their last arcade appearance...The big 'N' is already starting to express some hesitation with Konami's upcoming bloodfest, Lethal Enforcers. Packing a six-shooter in the box and blowing away the city's finest is sure to shower additional attention on everybody's favorite hobby. Sega slapped the MA-17 on this pup, but Nintendo has yet to rule...Speaking of Sega's ratings, they originally approached the MPAA about adopting their PG and R classifications, but the movie mavens shot 'em down...The roasted ho-ho goes to Tengen this month, for a successful end-run behind both Sega and JVC! According to sources behind the scenes, Atari Games' alter ego locked in an exclusive North American all-Sega format agreement with the mega-hot Core Design Group from the U.K.! Look for some scorching new softs to start hitting the shelves from this combo team sometime early next year...

...Now for the legal battles! Nintendo is flexing their muscles and leveling their cannons at a new target, this time across the pond in Merry Ole England! Codemasters, the same group responsible for bringing the Game Genie to life, has thwarted the big 'N's' security systems and plans to put their lives on the line with an unlicensed version of Dizzy. For anyone who's read Game Over, this move is sure to bring down the wrath of the mighty Nintendo and could lay the ground for some precedent-setting results in the U.K....The next case on the docket is Data East vs. Capcom. Seems poor Data East is being brought to court by the creators of Street Fighter 2 for creating a game that is too similar to SF2. This one's too early to tell, but believe me Capcom, the Q will have something to say on this one...Switching gears to a product with a rich history in our legal system, Galoob has set their minds on squeezing a little more life from the Game Genie concept. Although this rumor came from behind enemy lines, yours truly can say that it appears that a new cordless Genie is now complete and ready to go, but the bones from Galoob want to get one more X-Mas out of the original. The new device won't use codes, but will let you crack open the coding of games and have a field day!...Don't be surprised if you see a Sega CD version of the Genie once enough of the disc players get into circulation...

...Here's a hot rumor straight from home. The Q-Mann has caught wind of a plan from Midway, the manufacturers of Mortal Kombat, that includes the development and production of their own consumer games! While no formal confirmation could be found, I've got it on very good authority that the first titles could come as early as next year and include Mortal Kombat 2...The mystery of ERMAC on MK? Try ERror MAChine. Good glitch though...Last minute update - the Q-Mann has just learned that there were originally going to be EIGHT new world warriors in Super Street Fighter! When SNK snagged most of the development crew, however, Capcom scaled back their plans to insure that they could hit a Fall street date with the latest version...That does it for this ish, but I'll return in a quick 30 for more of the best dirt from behind the closed doors...

- QUARTERMANN

CAN YOU SCREAM IN SPACE?

MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

For the dealer nearest you or to order, call toll-free
1-800-234-3088



Enter the dark world of the Kilrathi and save humanity from slavery!



New attack ships and weaponry are included in a new, easier flight interface



The Secret Missions™ is the futuristic space combat sequel to the blockbuster **Wing Commander**®, winner of five "Game of the Year" awards. With all the action and adventure of the original, **The Secret Missions** brings you 16 new missions with a new look and feel.

It includes a new flight interface to allow novice players to begin immediately and experience unparalleled intensity and excitement.

The Secret Missions is the amazing 3-D space combat game for all ages and a must for Wing Commander fans.

Wing Commander is a registered trademark and The Secret Missions is a trademark of ORIGIN SYSTEMS, INC. © 1993 ORIGIN SYSTEMS, INC. © 1993 MINDSCAPE Inc. All Rights Reserved. Licensed by MINDSCAPE, A Software Toolworks Company. MINDSCAPE and its logo are registered trademarks of MINDSCAPE, Inc. Super Nintendo Entertainment System is a registered trademark of NINTENDO OF AMERICA Inc.

You won't find in any







We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a *total arcade experience unlike anything you've played at home before*.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack® box.











Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES® game may be released. Please check with Konami for availability.

Lethal Enforcers™ is a trademark of Konami (America) Inc. Konami® is a registered trademark of Konami Co., Ltd.
© 1993 Konami (America) Inc. All Rights Reserved. Sega,™ Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All Rights Reserved. Cracker Jack® is a registered trademark of Borden, Inc.
Konami Game Hint and Tip Line: 1 900-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

KONAMI®

PRESS START

GAME GENIE 2 READY FOR PRODUCTION

EGM has learned from sources at Codemasters of England (the inventors of the Game Genie) that all of the technical and legal aspects of the next generation of Game Genies have been worked out, and a new 'codeless' Game Genie 2 (working title) has gone through prototype testing and is ready for production.

There's only one catch. Galoob, the distributor of all of the different versions of the Game Genies in North America, does not want to bring out the new version this holiday season because there is not enough time to properly ramp up the advertising and national distribution of the GG2. In addition, since some of the Game Genies (like the Game Gear version) are still relatively new, Galoob has decided to postpone the introduction of the new Genie until 1994.



The Game Genie 2 should come out in 1994 and won't need codes to operate!

One of the problems that the current Game Genies have is that users have to input very specific codes to achieve the special effects, such as unlimited lives or starting at any level, that the Game Genies are known for. To be able to create these codes, Galoob or Codemasters has to obtain a copy of the game and find the specific line of game program code that controls the number of lives or other special effects. This process takes a considerable amount of time and the player often waits several months for the codes.

The new Game Genie 2 eliminates all of this. All the player has to do is follow the specific on-screen instructions and then play the game. After a few tries, the player will be able to determine the specific code to achieve the desired effect.

If this sounds familiar, it should. The exact same procedure is used in the Pro Action Replay by Datel Electronics.

Galoob, when contacted, acknowledged that they are considering licensing the new Game Genie 2, but they haven't finalized any type of deal with Codemasters yet.

The opinion of the game companies range from neutral to strongly opposed to the original Game Genie. Those who are neutral state that, since the majority of the game sales occur before the codes appear, the product isn't all that harmful. Other companies like Sunsoft are opposed to the Game Genie concept. Some have gone to such extremes as to 'hide' the key lines of the program code in order to make the Game Genie inoperable. Also, it is likely that when the new Genie 2 appears, more companies will start taking similar protective measures in order to deter players from using the cheat codes.

SEGA CD GAME GENIE

While in England, EGM learned from the wizards at Codemasters that they have developed the technology to create a Game Genie for the Sega CD! Long thought to be an impossibility because of the constant loading and unloading of the game data on the CD format, Codemasters' technical gurus have gone in and analyzed the way the program code is manipulated and where and how it is stored permanently on the CD and temporarily in the video game system memory.

While they were very secretive as to how they are able to make the Sega CD Game Genie work, they did describe how they will 'intercept' the program code as it passes from the Sega CD to the Genesis. This will be done at the point where the expansion port on the right side of the Genesis connects to the Sega CD.

This means that the CD Game Genie will be very thin, about the same thickness (1/2") as the old 8-Bit NES Genie except that it will be used standing on edge... essentially a circuit board with an edge connector on each side.



The Sega CD GG will be thin and will fit in between the Genesis and Sega CD.



Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.



Want to burn 'em up with Ryu? Slide your thumb Down, Down-Toward, Toward and press a punch button. With the TT360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.



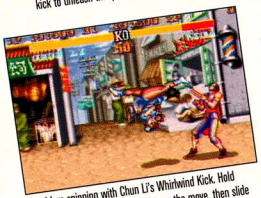
Use the TT360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.



Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand slap by putting any punch button on Turbo.



Dhalsim vs. Dhalsim? Get the edge with your TT360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the TT360's superior diagonal control.



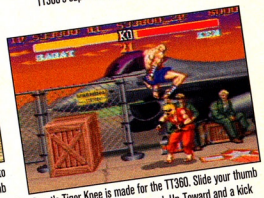
Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a Kick button. This tricky move will whittle your enemies strength down to nothing!



Put the bite on 'em with this fast TT360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.



M. Bison's Flaming Torpedo burns the screen and it's easy to unleash with the TT360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!



Sagat's Tiger Knee is made for the TT360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

BATTLE TESTED IN THE STREETS

When you play Street Fighter II Turbo,® you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win – go battle-tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.



For Genesis, SNES, & Nintendo



Turbo Touch 360™ & Street Fighter II Turbo®
The Winning Combination.

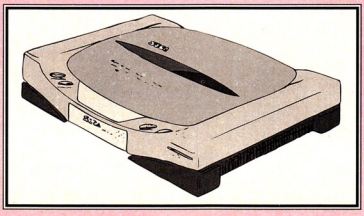
For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

Street Fighter II Turbo is a registered trademark of CAPCOM, Inc. ©1993 CAPCOM, Inc.
Game played on a Super NES.® Super NES is a registered trademark of Nintendo of America, Inc.

SEGA READIES 32-BIT SATURN CD GAME MACHINE

For the last year, Sega has been steadily moving ahead with their new 32-Bit game system. Tentatively dubbed the 'Saturn' by their president, Tom Kalinske, this machine is presently expected to be based on a new Sega/Hitachi highly customized 68030 processor (the 68040 is too new and too expensive at the present time). These chips normally run at a clock speed in the 18 to 24 MHz range.

Exact specs are still a couple of weeks away, but analysts in Japan who are familiar with the Sega/Hitachi project (see related article on page 68) state that it is highly unlikely that the Saturn will be backwardly compatible with the Genesis and Sega CD! To do this, Sega would have to build a whole new set of 68000 and Z80 chips into the Saturn. Since cost is a major factor with this game machine, Sega will do everything possible to minimize the amount of chips and circuitry.



An EGM artist's rendition of Sega's new 32-Bit Saturn game system based on new system specs.

Cart or CD or both? Considering the direction games are going, Sega will probably opt for both cart and CD compatibility. With a CD drive, the price will probably be in the $400 range.

Game companies in Japan are already worried about the incompatibility problem as they are concerned that the Mega-CD could be a 'lame duck' that will just get dumped. On the U.S. front, If Sega delays the U.S. intro until mid-1995, system sales could plummet during the all important Christmas 1994 season...The reason being, players would say... why buy a Genesis when the new Saturn would be out in only another six months?

TWO NEW STICKS FOR THE SUPER NES AND GENESIS!

For those of you wanting true arcade action at home, the SN Programmable joystick for the Super Nintendo system and KBM's Arcadian joystick for the Genesis are here!

The SN Programmable joystick has several features, including slow motion and its programmable feature. Its layout is similar to the Super NES joypad, except that the LEFT and RIGHT buttons are on the top of the pad facing you, as well as two additional large R & L buttons on each side. There is an LED readout inside the clear plastic part that shows your recording status! The X, Y, B and A Buttons are on a circular rotating plastic piece that you can adjust to customize your controller even more. The joystick is obviously geared for fighting games as there is even a list of moves for the SF II characters as well as for characters in Fatal Fury. The programming is simple to use, and once you have recorded certain moves, look out! It is also a great stick to use on newer fighting games like the upcoming TMNT: Tournament Fighters.

The Arcadian stick for the Sega Genesis and Sega CD has six buttons, but only three of them function at a time. The bottom A, B and C buttons execute the movements as they would for the regular 3-button Genesis controller, and the top three buttons do the same only at turbo speeds! In fighting games (like the new Street Fighter II Champion Edition), movements like Chin Li's Rapid Kick can be executed by just tapping a top turbo button! The Arcadian Stick also works well with Chakan and Shinobi III for easy rapid sword slashes. An advantage of the stick is that you don't have to click on or off any switches for turbo or non-turbo—you just choose other buttons!

Both sticks automatically re-center, and the buttons are conveniently located. The SN Programmable has the START and SELECT Buttons on the front, while the Arcadian has the two buttons along the side.



The SN Programmable joystick has several options—like slow motion!



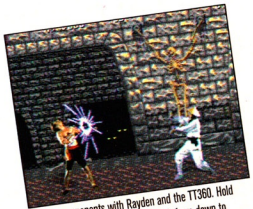
KBM's Arcadian joystick makes turbo moves as easy as the push of a button!



Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



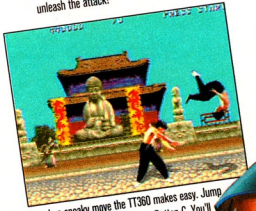
Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed...without the numb thumb!



Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.
So, go into Kombat to win – go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

Turbo Touch 360 is a registered trademark of Triax Technologies. © 1993 Triax Technologies.



Turbo Touch 360™ & Mortal Kombat®. The Winning Combination.

For Genesis, SNES, & Nintendo



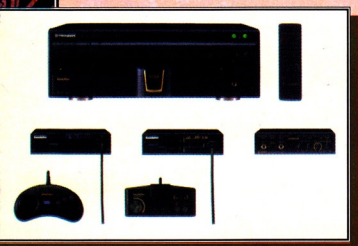
For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

Mortal Kombat is a registered trademark of Midway Manufacturing Company.
Mortal Kombat® © Midway Manufacturing Company 1992. © Acclaim Entertainment, Inc. 1993.
Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

PRESS START

PIONEER DEBUTS NEW CD BASED LASERACTIVE SYSTEM!

If you are wandering through your specialty electronics store, you might run into something new. Nope, it's not the CD-I, rather it's Pioneer's new laserdisc game system called LaserActive. Look's prety good doesn't it? Don't reach for your wallet though. Instead, get your parents to come in as only they will have enough green for this machine. How much? The CLD-A100 will run you $970 and that gets you the base unit plus one of the optional game system modules. If you want to play both Sega or DUO cartridge and CD games then the price jumps up to a whopping $1,570! The games will carry a price of $120 each!!



Pioneer's LaserActive CD game system will cost $970 and come with four discs.

A bit of advice to Pioneer—no one, I repeat, no one who wants to last long in the game business (and this is a game machine), prices a game over the magical $99 threshold. Also, the white shirts at Pioneer should consider the fact that for about the price of their module ($600), anybody can go out and buy a Genesis, Sega CD and a Turbo DUO!

The system is quite impressive though. It will deliver laser disc resolution of about 425 lines. Unfortunately the normal TV can only display about 330 lines of resolution so plan on getting a good monitor to get the most out of the system. One good thing though, while you are saving up for your next LD game you can use your LA player to play your music CD's or video laser discs.

Initially, only two games will be available. They include I Will (for the Sega Module—a video mystery set in London) and The Great Pyramid (for the Sega Module—a visual encyclopedia of ancient Egypt).

If you choose the Sega module you get with it a shooter—Pyramid Patrol, Sherlock Holmes CD, a limited edition Fantasia LD plus Sega's four-in-one disc (sound familiar) that includes Streets of Rage, Revenge of Shinobi, Columns and Golden Axe.

If you opt for the DUO module you will get Econosaurus (a quiz game), a limited edition Fantasia LD and TTI's four-in-one disk that includes Gates of Thunder, Bonk's Adventure, Bonk's Revenge and Bomberman.

In November or December, Pioneer plans on releasing Hi-Roller Battle (Sega Module), Manhattan Requiem (Duo Module), Vajra (Duo Module) and Space Berserker (Sega Module).

We'll report back when we get a system to test out.



The video games cost $120 each and will start appearing in November.

SEGA REVEALS 32-BIT PLANS!

On Sept. 21, 1993 Sega anounced a strategic alliance with electronic parts giant—Hitachi regarding a joint venture between the two Japanese companies on creating a new state-of-the-art 32-Bit multi-media video game machine.

Although the development of the machine is already underway, the cooperative relationship between the two companies will speed up the mass production of the new custom built 32-Bit RISC microprocessor along with the other specialized components that will be in the machine.

With the component manufacturing process sped up, Sega was then able to confidently announce that they will bring out the new machine in Japan as early as the Fall of 1994!

To assure that this machine will succeed, Sega has also joined forced with JVC and Yamaha. These companies will add to the already large distribution network of Sega.

As for game development, Sega plans to convert many of its popular arcade titlesincluding Virtua Racing, Virtua Fighters and the new Sonic arcade game. Hitachi has vowed to "marshal its entire conglomerate resources" to undertake development of the software.



Virtua Racing will be one of the first games for Sega's new 32-Bit machine!

YES, You Can Take it Everywhere.

(Well almost...we don't suggest scuba diving)



How many times have you wished you could take your GameGear™ to the beach, by the pool, or out on a rainy day? Well, with STD's water-resistant, shock-absorbing play-in case, you can do just that and more. STD's Handy Gear also keeps your Game Gear™ safe from your little brother. After all, he's always spilling stuff on it and dropping it. It's only a matter of time before he totally destroys it. The Handy Gear's unique outer casing makes it little brother-proof. Plus, the Handy Gear's carrying strap goes around your neck to make sure he can't grab it without a fight. And it makes things easier when you're playing on the move too. The Handy Gear also has hot extras to make game play even better: 2x screen magnification for better visibility, adjustable screen protector to reduce glare, and inner storage for an extra cart. So seal up your GameGear™ and take it anywhere you want to go 'cause this is one game that won't get rained out.

STD

110 Lakefront Drive
Hunt Valley, MD 21030
Tel. 410-785-5661

GameGear ™ is a Trademark of Sega Enterprises LTD.
GameGear™ is not included.

THE HANDY GEAR

WHY LIMIT YOURSELF?

COMMODORE ROLLS OUT NEW 32-BIT AMIGA C^{32} MULTIMEDIA/VIDEO GAME MACHINE!

Commodore, last month, announced that they will be bringing out a new version of their popular Amiga computer. This machine will be a dedicated CD-ROM only console unit (without a keyboard) but it will not be short on features. With one of the new 68EC020 32-Bit chips as its heart the CD^{32} pumps the blood at a quick 14 MHz. More importantly it processes the vital data at a blinding 3.5 MIPS (Millions of Instructions Per Second). The Sega CD-ROM, in contrast, can process data at only 0.3 MIPS. In addition, there is 16 megabit of D-RAM and 8 kilobits of non-volatile RAM packed in the system. When it comes to colors the C^{32} will make a peacock run and hide. Up to 256,000 can be displayed on-screen out of a palette of 16,800,000! Sorry Sega, but your 64 colors just can't compare! None of this is wasted either as the C^{32} can throw out the pixels until the cows come home. Commodore claims a resolution of 1280 x 400. The 3D0 specs in at 640 x 400 and the Sega CD at 320 x 200. Of course the CD-ROM disk drive runs at double speed in order to keep the data flowing, and Commodore, long known for its outstanding video handling capabilities, has planned for the future by building in a slot for a future MPEG-1 (Motion Picture Experts Group) cartridge. By incorporating this standard the CD^{32} will be able to play back video using the Video CD format - a compact disc that contains digital video and stereo audio using MPEG-1 compression. The CD^{32} will even be able to play the popular photo CDs.

All of this will only set you back a paltry $400!

Another advantage of the CD^{32} is the long list of 'heavy hitting' third-party developers. Companies like Ocean, Virgin, Mindscape, Gremlin, Psygnosis and Millennium are working on new discs for the system. Specific titles completed or in progress include: Bubble and Squeak, Exile, Biosphere, Oscar, Surf Ninjas, Trolls, Nick Faldo Golf, Lotus Turbo Trilogy, Zool, Zool 2, and Utopia 2. In addition the CD^{32} will be able to play back some of the old CDTV discs like: Fantastic Voyage, Sim City, Lemmings and Battlestorm.

The CD^{32} was on display at the ECTS in London last month and the EGM editors were quite impressed with its performance. The MPEG-1 video was excellent and of VHS tape quality. The disc access was quick and unobtrusive to gameplay. The games that were available for play showed off the large color palette and most had multiple levels of parallax scrolling backgrounds. Representatives of the companies with games were very enthusiastic about the system and they stated that they also had several additional games in the development stage.

Whether the CD^{32} can generate as much interest on this side of the Atlantic still has yet to be seen, but with a decent software base to start with, an attractive price point and good marketing, the CD^{32} could quickly become a major contender in the emerging multimedia market. We'll have a hands on report next month.



Commodore's new Amiga CD^{32} features 256,000 color graphics, 16 megabits of RAM, a double speed CD drive and an optional MPEG-1 board and will only cost about $400!



The first batch of CD^{32} software will include some of the older CDTV titles.



Many of the games will take advantage of the CD^{32}'s 256,000 on-screen color palette.

THE NEW SEASON STARTS NOVEMBER 19.




WELCOME



A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch your "D." The Saints' backers serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

The players are bigger and the hits are harder all season long. And John's back with all new commentary. "Now that's big-time football!"

'94 GAME HIGHLIGHTS

- 80 TEAMS
- FULL NFL SEASON
- FASTEST ACTION EVER
- 72 NEW PLAYS
- PLAY FLIPPING
- MULTI-PLAYER SUPPORT
- PLAYOFFS & SUPERBOWL
- NEW PANCAKE HITS

TO THE NFL.

It's the biggest players, the fastest action ever. Bluff your playcalling. Customize audibles. See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.

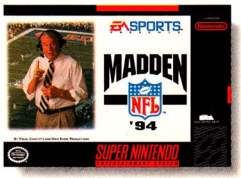


Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950, and 2 All-Madden teams.



In the Super NES version, a 360° camera lets you review every angle of any play. You can even isolate any player on the field.

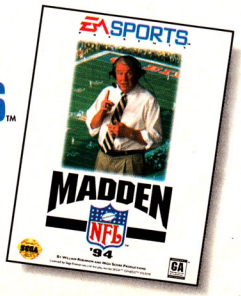
TOURNAMENT 4 WAY PLAY SERIES™



Also available on Super NES® with Hudson Soft Super Multitap™ 5-player support.

EA SPORTS™

If it's in the game, it's in the game.™



Team names, logos, helmet designs, and Super Bowl are registered trademarks of the NFL and its member clubs. EA SPORTS, If it's in the game, it's in the game, 4 Way Play and Electronic Arts are trademarks of Electronic Arts. Nintendo® Super Nintendo Entertainment System® and Super NES® and the official seals are trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises LTD. Super Multitap™ is a trademark of Hudson Soft USA.

ARCADE ACTION

METAMORPHIC FORCE by Konami

Hey! Peel your mug off that screen and get your sorry self over here! That's better! Now, check out the latest from the wizards over at Konami. It's called Metamorphic Force and it is COOOOL!

Essentially, Metamorphic Force is an action/adventure game which you can play either alone or with another player. Choose from four characters each with different attributes, sizes, and strengths.

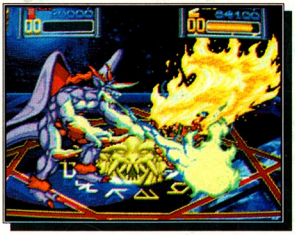
Now here's where things start to get really interesting. Each of these characters has the ability to transform into a super-powered beast! These include a ferocious panther-like cat, a white wolf, and a huge, teeth-gnashing bear!

The Bosses at the end of each stage are as formidable as they are fun to look at. But you'd better not sit there and ogle for too long because they are extremely tough, and would sooner turn you into a bearskin rug than give you the time of day!

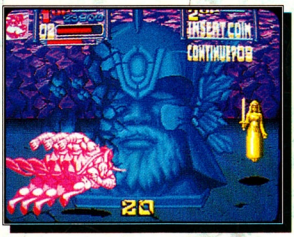
If you're looking for a great action/adventure game with a really unusual twist, go and play Konami's Metamorphic Force at your local arcade! You won't regret it!



Are you man or beast? Explore the grey area which separates the two entities.



Huge creatures like this will confront you in Konami's latest coin-op!



The huge characters are a blast to play, plus the graphics are phenomenal!



Check out the bizarre settings! Some of the levels will really blow you away!

AMERICAN AMUSEMENT MACHINE ASSOCIATION



Pick one of these four characters. Two players can compete at once!

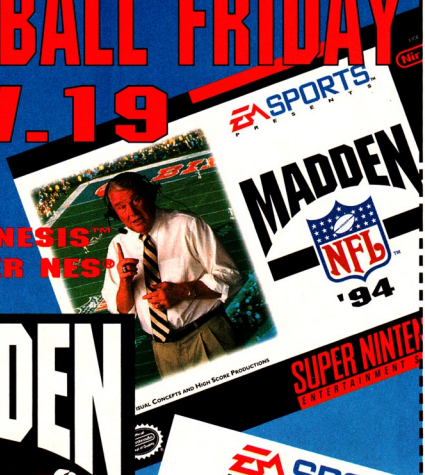


Don't underestimate the power of your adversaries—these guys are tough!

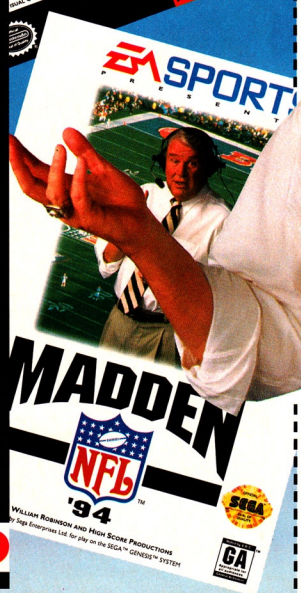
KAY BEE
AMERICA'S TOY STORE

MADDEN FOOTBALL FRIDAY NOV. 19

FOR SEGA™ GENESIS™ AND SUPER NES®







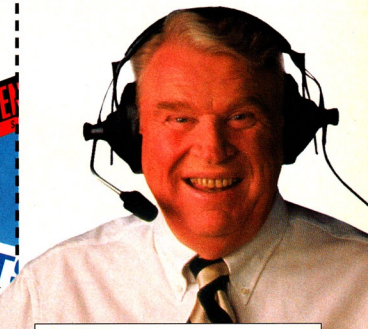
GET IT NOW!

$10 OFF

WITH THIS COUPON

MADDEN NFL® '94

FOR SUPER NES® AND GENESIS™



Name_____

Address_____

Phone_____

Date of Birth_____

Male ☐ Female ☐

Good for Madden NFL '94 Game cartridge by Electronic Arts for your Super NES® or Sega™ Genesis™ systems. Use this coupon at any Kay-Bee Toy Store. One coupon per visit, coupons must be an original, no copies will be accepted. Coupons not valid with any other promotion. Offer expires 12/3/93. Madden NFL '94 licensed from EA Sports. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. Nintendo®, Super Nintendo Entertainment System®, Super NES® and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America. EA SPORTS is a trademark of Electronic Arts. Team names, logos, helmet designs and Super Bowl are registered trademarks of the NFL and its Member Club.

KAY BEE
AMERICA'S TOY STORE

MIRACLE ADVENTURE by Data East



Looks like our heroes have their work cut out for them with this dragon Boss!

Here's a game that will really give you your token's worth! It's Data East's Miracle Adventure. This game is Data East's first cartridge for the NEO•GEO system. Let me tell ya—it's a winner!!

You play the part of a rough-and-tumble adventurer seeking the pieces to a secret treasure map. Your enemy is the wicked Dr. Dokked and his band of evil henchmen. All that stands between you and oblivion is your magical yo-yo!

Your yo-yo is your only weapon and it is a doosey! You can pick up seven different types of yo-yos! These include a giant yo-yo which kills enemies at a distance, a fire yo-yo which sends out huge blasts of flame, and an ice yo-yo which freezes enemies within a wide radius. Each type of yo-yo has its own super bomb ability built-in. You can grab extra bombs throughout the game. Also, if you hold down the "A Button" you will deliver a super-charged attack!





Your range of attack depends on the kind of yo-yo that you possess!

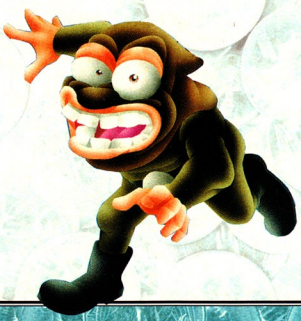


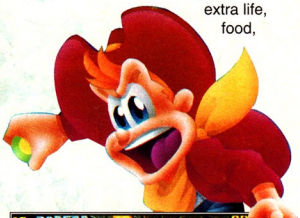
Ride the railcarts and try to destroy Dr. Dokked's band of evil henchmen!



Miracle Adventure has some of the most colorful graphics of any NEO•GEO cart.

In addition to the weapons that you accumulate, there are a variety of other icons to get. You can get a 1-Up which will give you an extra life, food, which replenishes your energy, and finally, coins which will boost your score.







Use your magical yo-yos to stop the mummy-goons dead in their tracks.



Miracle Adventure features two-player simultaneous play with buy-in!

If you want to play a really fun and challenging game with a lot of action, take a swat at Data East's Miracle Adventure for the NEO•GEO arcade system. It's more fun than a barrel of monkeys!

TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

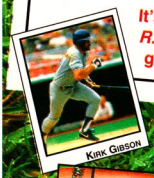
So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for *R.B.I. '93*... it's the only game in town.

R.B.I. '93

R.B.I.™ '93 BASEBALL

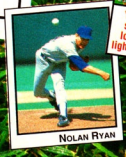
- Biggest-selling baseball series in video-game history
- Improved and upgraded game play features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams



KIRK GIBSON



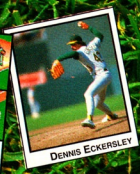
You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



NOLAN RYAN



Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



DENNIS ECKERSLEY



MARK MCGWIRE



New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it

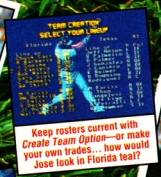


CAL RIPKEN JR.

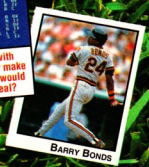
AVAILABLE NOW!



JOSE CANSECO



Keep rosters current with *Create Team Option*—or make your own trades... how would Jose look in Florida teal?



BARRY BONDS



KIRBY PUCKETT



With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

TENGEN
It's a Whole New Ball Game

MAJOR LEAGUE BASEBALL PLAYERS

©MLBPA

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

Sega and Genesis are trademarks of Sega Enterprises, Ltd. RBI: TM Atari Games. Licensed to Tengen, Inc. ©1993 Tengen, Inc.

Night Slashers by Data East

If you're a big fan of horror movies, here's one for you! It's Data East's Night Slashers. This side-scrolling action game has a lot going for it.

For one, you can play with up to three people at a time. The angle here is that you can do cooperative moves. Yup, you heard right—two players at the same time can do a special attack on an enemy! This is an exciting, new trend that we're beginning to see more and more of in the arcades (i.e., Saturday Night Slam Masters)!

You can pick up different weapon icons as well as health power-ups.

The object of the game is simple enough; run around and battle your way through the various legions of the damned. The levels are all fairly long with many traps waiting for you. The two-player cooperative moves and special weapons add depth to this already graphically lush game.

The sounds, graphics, and overall game play are really top-notch! The character animations and their fighting moves are awesome (especially the two-player combos!). The Bosses are BOO-SCARRRY!

When you're ready to beat the livin' heck outta some pretty scary creatures, and have a lot of fun doing so with a friend, Night Slashers is the game for you! We gamers at EGM hope that the trend toward these two-player "team" moves in games continues. Hats off to Data East!



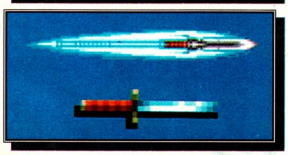
Night Slashers is a real blowout in the graphics department! Excellent!



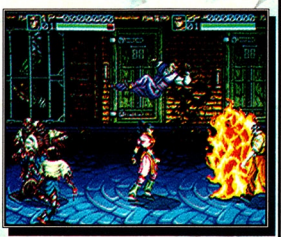
Choose one of these three characters. Each has many special moves.

Power-ups and icons are pretty much strewn about throughout the course of the game. You can get some diamonds and gold bars, but these are only good for points.





Some of the various icons include food (Top) and weapons (Bottom) items.



The armies of the undead are waiting around every corner.

THE BILLIARD CONGRESS OF AMERICA PRESENTS
CHAMPIONSHIP
PooL



Multiple Viewing Angles



Astounding zoom-in screens



Party Pool allows up to 8 players

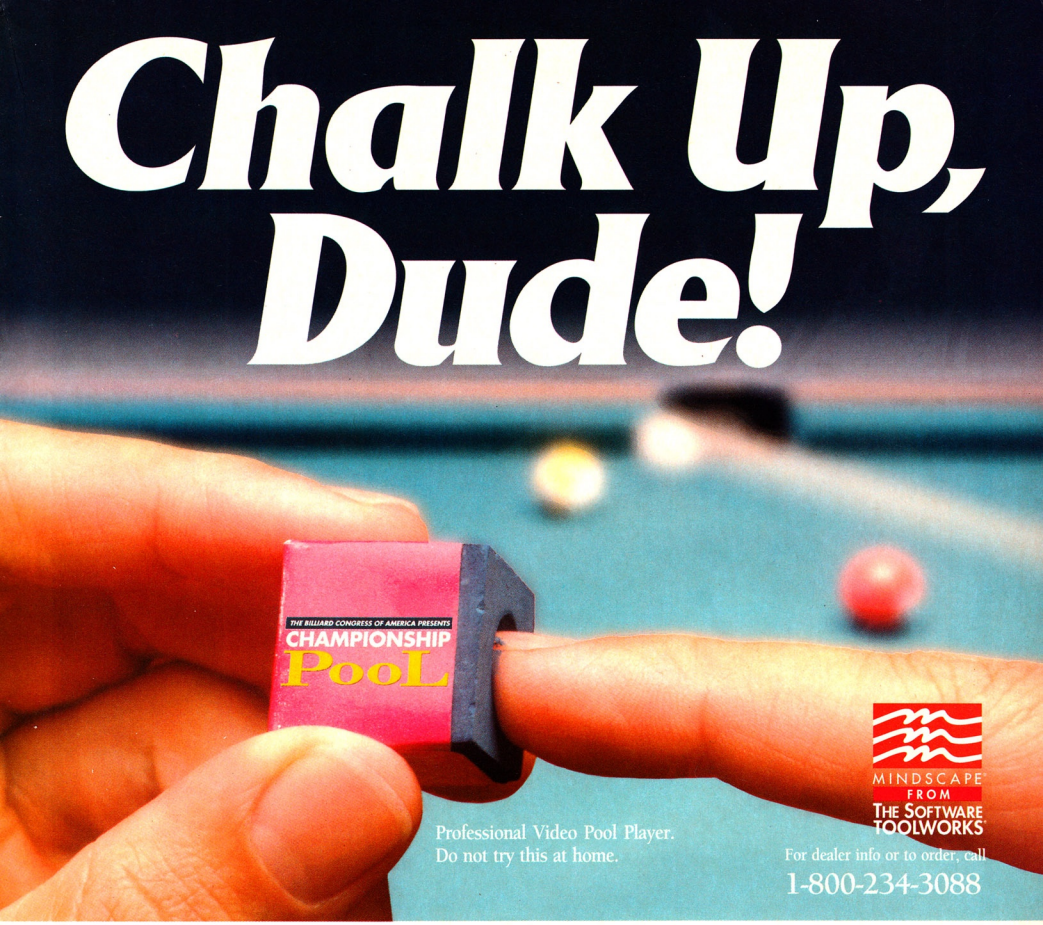


Can you qualify for the big one?



Endorsed by the Billiard Congress of America

Chalk Up, Dude!



Professional Video Pool Player.
Do not try this at home.

MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

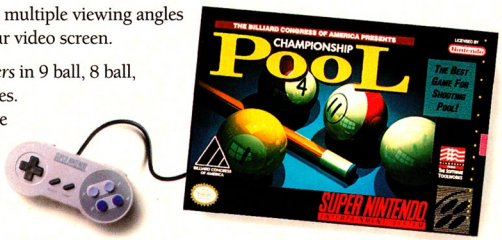
For dealer info or to order, call
1-800-234-3088

It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. **Billiard Congress of America Championship Pool** uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit youself against the computer or play *up to eight players* in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



Copyright © 1993 Mindscape, Inc. A Software Toolworks Company. All Rights Reserved. Championship Pool is officially endorsed by the Billiard Congress of America. Licensed by Mindscape. Inc. Mindscape and its logo are registered trademarks of Mindscape, Inc. The Software Toolworks and its logo are registered trademarks of The Software Toolworks, Inc. Super Nintendo Entertainment System is a registered trademark of NINTENDO OF AMERICA, INC.


ROCK N' ROLL
RACING
™
Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow you away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!
Interplay
17922 Fitch Avenue
Irvine CA 92714
Official Nintendo Seal of Quality
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.
LICENSED BY
Nintendo
Interplay Productions,Inc.
17922 Fitch Ave.,
Irvine CA 92714
© 1993 Interplay Productions,Inc. and Silicon & Synapse, Inc.
All Rights reserved.
Rock N' Roll Racing is a trademark of Interplay Productions, Inc.
Silicon & Synapse, Inc.



CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

INTERNATIONAL OUTLOOK

20 GAMES PREVIEWED!!!

Sound Factory, Sughoi Hebereke, Hebereke's Popoon, Super Puyo Puyo, Dragon Ball Z2, Fire Emblem, Gaia Fantasy, Tetris Flash, Oscar, Space Ace, Lawnmower Man, Impossible Mission 2025, Markos Magic Football, Smurfs, Dune Buggies, Yogi Bear, Voyeur, Link: the Faces of Evil, Dragons Fury 2, Lotus 2

INTERNATIONAL NEWS

Hi again. It's me, Terry Aki, and I'm back with news from around the globe. I really mean it. Within the past few weeks, I've been in the air more than I've been on the ground. Jet lag city, man.

The hard-hitting news this month comes to you straight from the ECTS Show in London. A lot of game developers were there, along with a number of companies. While not as big as CES or as spectacular as the Japanese shows, ECTS had a preview that the other shows did not.

Nintendo UK Entertainment LTD. had a special behind-closed-doors sneak peek at what "Project Reality" will be like. A series of computer generated images blew away nearly everyone who saw it. Maybe the system really will come out someday.

In a look to the future, expect a lot of computer conversions to be hitting the home consoles, especially from the Amiga, which by the way has a snazzy new 32-Bit CD-ROM that looks hot.

Another interesting point of the show was to see how various game titles were handled in Europe. Changed names and release date delays. Aaargh! In America, you guys get games before the Europeans.

WORLD NET

Nintendo 64-Bit Demonstration!

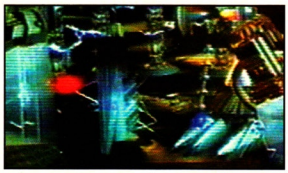
While Project Reality may seem like a dream to many sometimes dreams do come true. And this is one that may just yet come to fruition. At the European Community Trade Show (ECTS) Nintendo UK Entertainment LTD. displayed graphic screens that demostrated the potential of their upcoming 64-Bit mega machine.

In cooperation with Silicon Graphics of America (SGI), Nintendo had a special behind closed doors preview of what we, the consumers, can expect for its launch in late '95. A series of running demos, all from prototype machines that utilized the new Silicon graphics chips, were set up, giving us the first glimpse at what may very well be the future of video gaming.

These graphic representations redefine what we call video games. If it is possible to make the graphics there interactive, then it is possible that all sorts of doors will open up. If Project Reality makes full use of the Silicon Graphics machines, like the demos show in these pictures, this system will possibly be one of the greatest game systems ever. I guess we'll have to wait till the next show to find out more information.

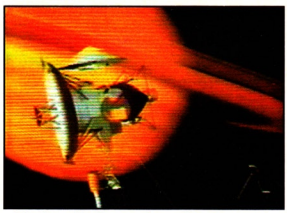


Project Reality could be the dawn of a whole new level of technology.

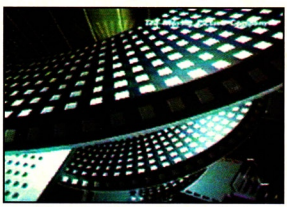




Imagine all sorts of swirls and globules twisting and turning. It's a cool effect.



Explore the far reaches of outer space with Project Reality.



All new horizons will be available for players in the future.

Hi-Ya!

Bam!

Ouch!





INDO™

WAY OF THE NINJA

Ninja in Training!

It's going to take more than a couple of jumping jacks to prepare for this adventure! After all, no one ever said being a ninja was easy. Learn how to deliver killer blows with your trusty sword and send a barrage of throwing stars at your enemies. Explore dungeon mazes and battle giant rats, toxic worms and super leeches that call these caves home! Snoop on your enemies as you explore the countryside, but watch out for bushwhackers eager to steal your gold. If you train hard and master the ninja arts you may live long enough to exact revenge on the warlord that killed your family. One final word of advice: "Quiet ninjas live longer."



Zip off to new adventures



Race through dungeon mazes



Strike back at fire dragons



AEROBIZ

has Landed for SNES!

As CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!

SUPER NINTENDO

Available for the SNES system.
Koei Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

Inindo and Aerobiz are trademarks of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.

WE DON'T MAKE WE MAKE THE

Get this–your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

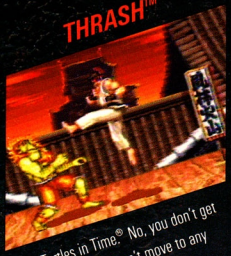
Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between *your* controller and *your* system and go kick some butt.



No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II.™ Hit one button on your controller instead of four, and you *own* the Hurricane Kick.* Think of the possibilities of Contra III: The Alien Wars™ Streets of Rage II,™ Super Star Wars,™

THRASH™



even Turtles in Time.® No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG™ Do it your way, any combination, any game. Up to 17 commands

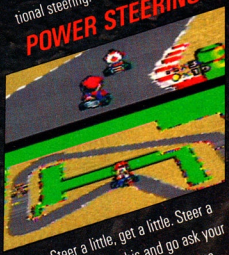
PRO THRASH™



channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that– *CRASH!* – car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left,

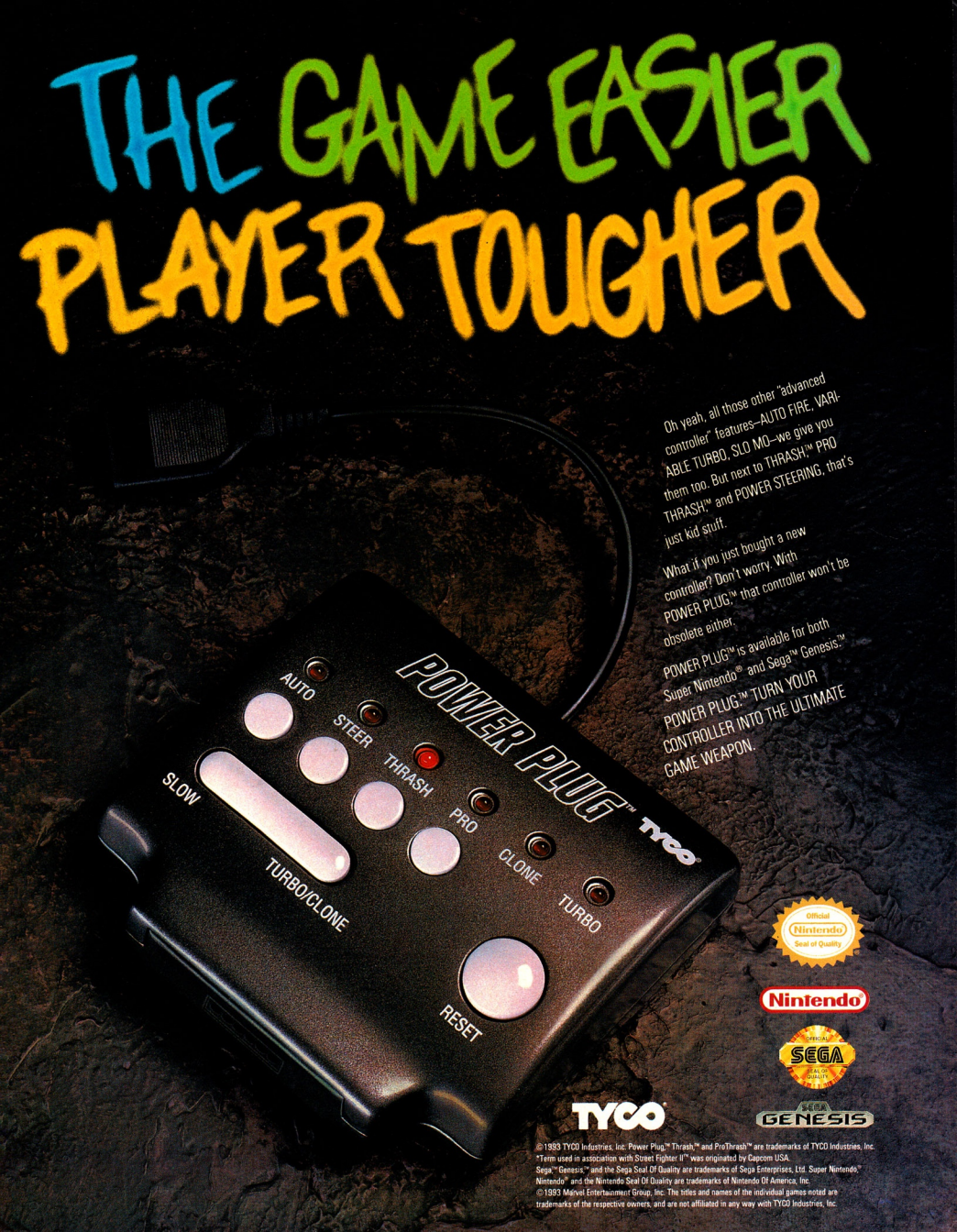
POWER STEERING



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



THE GAME EASIER PLAYER TOUGHER



Oh yeah, all those other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH!™ PRO THRASH!™ and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG,™ that controller won't be obsolete either.

POWER PLUG™ is available for both Super Nintendo® and Sega™ Genesis.™ POWER PLUG™ TURN YOUR CONTROLLER INTO THE ULTIMATE GAME WEAPON.

Official Nintendo Seal of Quality

Nintendo

SEGA

SEGA GENESIS

TYCO

©1993 TYCO Industries, Inc. Power Plug,™ Thrash,™ and ProThrash™ are trademarks of TYCO Industries, Inc.
*Term used in association with Street Fighter II™ was originated by Capcom USA.
Sega,™ Genesis,™ and the Sega Seal Of Quality are trademarks of Sega Enterprises, Ltd. Super Nintendo,® Nintendo® and the Nintendo Seal Of Quality are trademarks of Nintendo Of America, Inc.
©1993 Mattel Entertainment Group, Inc. The titles and names of the individual games noted are trademarks of the respective owners, and are not affiliated in any way with TYCO Industries, Inc.

INTERNATIONAL NEWS

It seems the gamers of the world can't get enough of SF2. Just recently published, in Japan by Tokuma Intermedia, are comics based on exploits of the world warriors. The story has no resemblance to the comics published by Malibu Comics in the U.S. The plot revolves around Ryu, a drifter, who enters a Street Fighting Tournament hosted by M. Bison, an international drug lord who rules a fortress-like city. Chun appears as an Interpol agent who is also in the tournament while investigating Bison's misdeeds and the disappearance of her police officer father. Guile is seeking revenge on Bison for being used as a guinea pig for a synthetic drug that causes violent psychosis. (It was on this drug that Guile went loony and offed his best friend.) Dahlsim, Honda and Zangief are mere combatants in the tournament. Of course, Balrog, Vega, and Sagat act as Bison's henchmen. Surprisingly Blanka is one of the bad guys—he wants to become a Bison flunky. With more twists than a bag of pretzels and awesome depictions of violence, this Japanese *manga* comic should wow hard-core SF2 fans.



Right now, the second is on the stands, and the third one is close behind.



Nintendo

Sound Factory

Super Famicom	
Edutainment	
November	**Unknown**

Nintendo pops up with a new concept in musical software with this nifty mouse cart. Sound Factory is actually three kinds of programs. Pix Quartet is a neat idea. You first choose four kinds of bugs out of 16 that each make a certain sound like a guitar lick or a drum sound. These critters crawl all over your TV screen pretty aimlessly. Here's where you come in—you draw a picture using a palate of 16 colors. Each color represents a musical note.

Whenever a bug crawls over a color, it emits a musical note with its selected voice. If you know your music theory, you can program in four part melodies using the bugs. But if you don't, it's a blast just watching the bugs crawl around making goofy sounds!

Beat Hopper is a funky idea in making drum beats. You guide a strange green bug that's hopping on a pogo stick to beat on colored pads that trigger a drum sound. The objective is to make all the drum pads disappear by bouncing on them one at a time. Fun and noisy!

The final program is Starfly which is sort of like programming your own music box. A firefly with a wand lights up stars that play different notes.

Not really a game, but not a frumpy and square edutainment game either. Sound Factory shows it's fun just to muck around aimlessly with music—which is the way it should be. Sound Factory stands on its own as a decent game of innovative idea. It's good to see that Nintendo is supporting their mouse. Keep it up, Nintendo!



Choose from three unique and interesting games in Sound Factory.



In Firefly, you get to make your own video music box. A fresh idea.



Beat Hopper lets you clear away tiles by hitting certain beats.



Like the name suggests, pick four bugs with which to make your music.



At first the bugs are kind of boring. They need you to draw something.

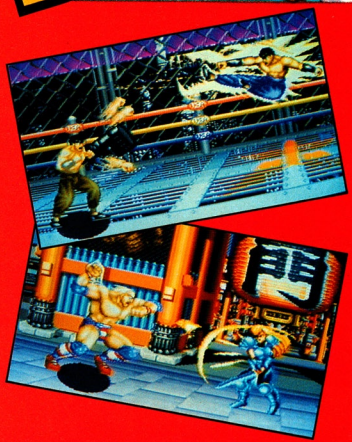


Once you start drawing, all sorts of musical stuff can be done.

EAT. SLEEP.



BUST A FEW HEADS!





SUNSOFT®

Sunsoft is a registered trademark of Sun Corporation of America. © 1993 Sun Corporation of America. © SNK & ADK 1992. Reprogrammed © Sunsoft 1993. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

Check these watches out! Pretty nerdy looking, huh? But take a closer look. What are all those extra buttons? You guessed it, they're watches with built-in, full feature, remote control for TVs and VCRs. Made by Casio and costing ¥9,500 (about $90), these puppies let you keep the TV zapper within ultimate easy reach. These units can control TVs and video machines of nine Japanese brands, so they'll be useful to most everybody. Definetly an item the dedicated couch potatoe won't want to miss!

Of course, if you're feeling mischievous, you can change channels of TV sets almost anywhere, like flipping the Jumbotron TV down at the mall to the Playboy Channel. Of course, if anyone finds out, you'll be in trouble....





With these watches, you can wreak complete havoc in your home. What fun!



Sunsoft of Japan

Sughoi Hebereke*

Super Famicom	
Fighting	
December	Unknown

Although totally unknown out of Japan, Hebereke (a simply drawn penguin) is known to all Japanese gamers as Sunsoft's brand mascot. In this strange fighting game, up to four players can compete using an optional multi-tap. Besides Hebereke, his friends from past Sunsoft games are featured, Ohchan, a cat; Sukezaemon, a ghost; and Jennifer, a frog-like creature. Other characters from the Famicon Hebereke can be chosen as well. Every character has a special power move. These can get pretty weird as the ghost hits himself with a hammer to launch his eyes out. It's a real blast with four players.



Jennifer lies defeated in the middle of the ring. Power moves are nasty.



When four players fight each other, the addictive gameplay gets nasty.

Sunsoft of Japan

Hebereke's Popoon*

Super Famicom	
Puzzle	
January '94	Unknown

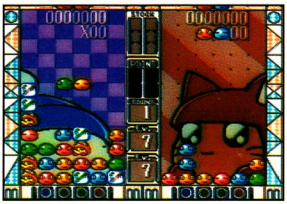
Hebereke makes his appearence in a Tetris-type game. The object is simple. The heads of Hebereke and other characters from the original Hebereke Famicom game tumble out of the sky. You have to rotate and position these heads to line them up in a straight line. When four of the same heads are lined up, they disappear. In a 2-player mode, clearing a set of heads earns players special powers, such as wiping out huge chunks of heads. A bit of a Tetris clone, but it's warped in it's own way.



With this puzzle cart, you can choose your own character.



The more heads you clear out the faster and tougher the game gets.



Like most games, two-player mode is one of the best ways to play.

* Under developement. Title and system are subject to change.



- **"So real it Hurts!" *–Nintendo Power***
- **"Some of the best graphics ever seen in a sports game." *–Game Pro***
- **"... a blast to play." *–Game Players Nintendo-Sega***
- **"... as close to the ring as I want to get." *–Game Informer***
- **"... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" *–Arnie Katz, Editor, Electronic Games***

LET'S GET READY TO RUMBLE!™



SEGA

GENESIS

LICENSED BY

Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

ELECTRO BRAIN CORP

573 EAST 300 SOUTH • SALT LAKE CITY, UTAH 84102 • (801) 531-1867

© 1993 NINTENDO OF AMERICA INC. © 1993 ELECTRO BRAIN CORP. ALL RIGHTS RESERVED. BOXING LEGENDS OF THE RING™ IS A TRADEMARK OF ELECTRO BRAIN CORP. THIS VIDEO GAME WAS DEVELOPED BY SCULPTURED SOFTWARE INC. LICENSED BY NINTENDO FOR PLAY ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THE RING IS A REGISTERED TRADEMARK OF LONDON PUBLISHING CO. ALL RIGHTS RESERVED. LICENSED IN CONJUNCTION WITH NAMES INTERNATIONAL INC. AND INTERNATIONAL COMPUTER GROUP INC. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPERNES AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ELECTRO BRAIN CORP. AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN CORP.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA INC. © 1993 SEGA. © 1993 ELECTRO BRAIN CORP. ALL RIGHTS RESERVED. BOXING LEGENDS OF THE RING™ IS A TRADEMARK OF ELECTRO BRAIN CORP. THIS VIDEO GAME WAS DEVELOPED BY SCULPTURED SOFTWARE, INC. LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM. THE RING IS A REGISTERED TRADEMARK OF LONDON PUBLISHING CO. ALL RIGHTS RESERVED. LICENSED IN CONJUNCTION WITH NAMES INTERNATIONAL INC. AND INTERNATIONAL COMPUTER GROUP INC. ELECTRO BRAIN CORP. AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN CORP.

INTERNATIONAL NEWS

Check out these cute figures! These *Gachapon* figures are available throughout Japan from coin dispensers that work exactly like an old-fashioned bubble gum machine. You drop in your money (usually ¥100—about a buck), turn the crank (*gacha*) and out pops (*pori*) a plastic capsule containing one of the 12 world warriors. Besides these deformed munchkins, Street Fighter 2 characters are available as life-like figures that come two in a capsule for ¥100, and in deluxe life-like rubber figures with metal armor and accessories for ¥200 each.

SF2 isn't the only game to come out as *Gachapon* figures, all sorts of characters from games like Fatal Fury and World Heroes, not to mention anime appear in the capsules as well. As you can probably guess, these are hot items for SF2 collectors.



The Gachapon figures have attracted fans of both *anime* and video games.



All the characters are available, and there are "champion" colors too.

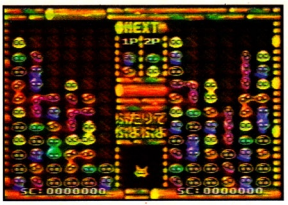
WORLD NET

Banpresto

Super Puyo Puyo

Super Famicom	SUPER FAMICOM
Puzzle	
December	Unknown

Pone, of the biggest Mega Drive in Japan over the past year, is heading over to the SFC. The game system is deceptively simple. It's a mix between Tetris and columns, but with a really weird twist. The things that drop out of the sky aren't blocks or gems, they're wobbly blobs of jelly-like slime complete with goofy eyes. The object is to group them in same colors to make them disappear, while more fall out of the sky. Unlike Tetris, when blobs lower in the pile disappear, the slimeballs drop to fill in the gaps. This lets skilled players set off chain reactions. Super Puyo Puyo is fast and very addictive.



The Mega Drive version was made into Mean Bean Machine.



When the blobs disappear, whole columns can disappear too.

Bandai

Dragon Ball Z2

Super Famicom	SUPER FAMICOM
Fighting	
December	Unknown

The rough and tumble warriors of the stupendous Dragon Ball Z anime series are back for another round of hyper-charged battle action. Set in the same head-to-head fighting style of the original, DBZ2 adds several new characters, while the regular crew get new powers, including young Gohan who is easily the toughest of the lot. The neat thing about this game, like before, is that the screen splits when the two players go away from each other. If you're a fan of the anime series, watch for this one.



The screen splits when the fighters leave a certain proximity.



Cinematic scenes like this one have been added to DBZ2.



Each fighter has at least a dozen special moves at his disposal.

MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right!

WRONG, dragon breath! You've never seen anything like LEGEND. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of LEGEND.





SEIKA
Breakin' All The Rules

NINTENDO® SUPER NINTENDO ENTERTAINMENT SYSTEM® and the official seal are the trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. ©1993 Seika Corp.USA

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

We just went through the worst summer of all time in Japan. Our rainy season stayed around all summer instead of ending in July as it usually does. Plus, we've been hit by nasty typhoons more often than usual. (Big Ed was almost stranded in Tokyo when a particularly huge storm stopped the town dead in it's tracks.)

Perhaps because of the lousy weather and Japan's slow economy, sales of game hardware and software dropped off sharply this summer. The big hits of summer were Street Fighter 2 Turbo, Mario All Stars, The Legend of Mana, and surprisingly Crayon Shinchan, a game based upon a highly popular TV anime. The sales of these four Super Famicom games were originally projected to exceed a million units each. After racking up spectacular sales in the first week, SF 2 Turbo's performance still tailed off quickly. It doesn't appear likely that it'll reap the same success of the original. Already a lot of shops are discounting it by as much as 45 percent. Sale of the other three titles were also brisk, but not spectacular.

On the other hand, things were bleaker for the PC Engine for which SF2 Champion Edition didn't pull in the expected number of sales. The PCE version of SF2CE's now deeply discounted to just ¥2,500 (about $28) from it's retail price of ¥9,800.

Things were also slow for the Mega Drive. Their big titles were Ecco the Dolphin and Jurassic Park; neither of which failed to register meaningful sales against Nintendo and its licensee software.

Overall, it was a lackluster summer for the Japanese games industry.



Nintendo of Japan

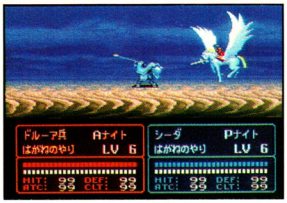
Fire Emblem

Super Famicom	
Strategy/RPG	
November	Unknown

Three years ago, the original Fire Emblem on its own established an entirely new genre of games that combine the best elements of war simulations and RPGs. This type of game has gained popularity in Japan, including Shing Force.

FE will be back as a mammoth 24-Meg SFC cart, the first for Nintendo and the system. It takes place in 20 field maps of the originals 26, and adds 20 or more for an entirely different adventure that takes place years after the first ones end.

Why doesn't America get these types of games? This type of game is very addictive.



The fighting sequences are dramatic as the enemy gets to hit you back!



The quest spans across a large world, with number of terrains.

Enix of Japan

Gaia Fantasy*

Super Famicom	
Action/RPG	
Unknown	Unknown

Even as the countdown begins for the launch of ActRaiser 2, Quintet, the programming team responsible for the Actraiser series and Soul Blazer, are already preparing a brand new action/RPG. Because this is still very early in development, Enix could provide very little detail about the system or the story, except that is closer to Soul Blazer than ActRaiser.

Despite the sketchy detail, the Enix spokesperson is very confident that Gaia Fantasy will be a major hit for the company.



Evil tentacles spring up from the water to drag down into the depths.

Nintendo of Japan

Tetris Flash

Famicom	
Puzzle	
September	¥5900

Here's the latest variation on Tetris from Nintendo for the 8-Bit Famicom. This is basically a mix of Tetris and Doctor Mario—pieces disappear not when rows are made, but when blocks are lined up of the same color. The blocks come in three colors, and are of totally different shape than of the original game. This really adds to the challenge.

This cart is being released to help out the launch of the redesigned 8-Bit Famicom. Could this be the savior or the last gasp of the dying 8-Bit?

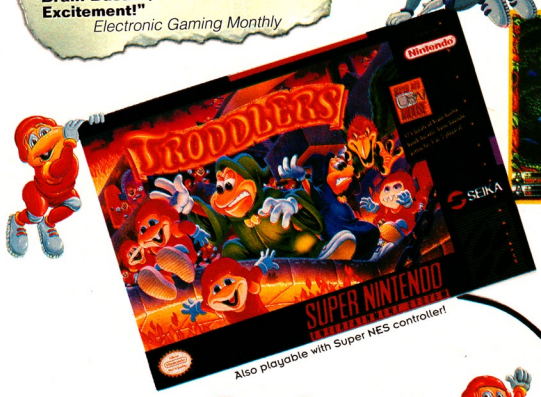


When you get a Tetris Flash, all the pieces will disappear!

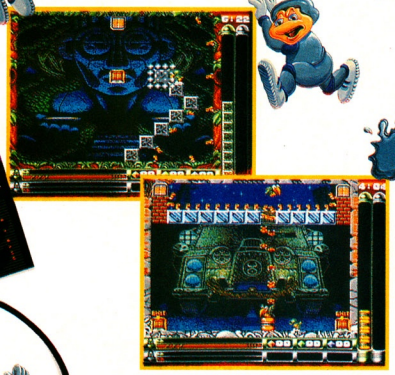
OK!

Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"
Electronic Gaming Monthly



Also playable with Super NES controller!



"The thinking man's action/ platform game" DIE HARD GAMEFAN

"Troddlers joins Lemmings at the top" *GamePlayers*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

WARNING!
Instant Magical Troddlers
May Zombify If Allowed To Teleport

"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

SEIKA
Breakin' All The Rules™

NINTENDO,® SUPER NINTENDO ENTERTAINMENT SYSTEM,® and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. ©1993 Seika Corp, USA

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

To keep bringing you the latest word in technology, we turn our views to the computer formats. One of the most eye catching systems at the ECTS was the Amiga CD 32. Why mention it when it's a computer system? Well for your information, a lot of games you see on the Genesis and Super NES, like Turrican and Risky Woods, were originally computer games, specifically Amiga games.

Already the first few games out for it, like Oscar, will be out for the consoles. So this might be a system to watch, if you want an idea of some of the games that will come out in the future.

Anyway, the Amiga CD 32 has got the ability to have full motion video without the color limitations and a bunch of other nifty features. And now for something completely different...



The new Amiga 32-Bit CD-ROM system brings computers to the next level.



This is the controller to the Amiga system. Note the four buttons.



Flair

Oscar

Super NES	SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION
Action	
Unknown	Unknown

In a game similar to Sonic and Mario, comes Oscar from Flair. You are a cartoon character with an attitude. You must work your way through a world of bright and colorful graphics.

Aside from being for the Super NES and Mega Drive, this is also one of the games for the Amiga CD 32. While the graphics are a bit toned down from the 32-Bit, this game still has a lot of cute animations.

While the Super NES and Mega Drive versions are still a few months away, the game looks to be worth the wait. This could be one of the better side-scrollers out there.



The graphics are above average, and the backgrounds are colorful.



Look for hidden items in the most unlikely of places. Search for treasure.

Entertainment International

Space Ace

Super NES	SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION
Action	
Unknown	Unknown

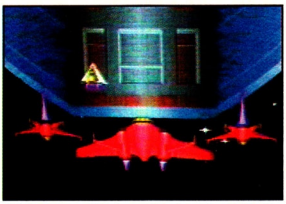
How many of you remember the old laser disc game Space Ace? It came out roughly about the same time Dragon's Lair and Cliffhanger. Now a brand new version of this game is coming out for the Super NES. It is a conversion on par to how Dragon's Lair was done.

You are Dexter, a brave young space geek, who has the ability to transform into Space Ace. He must take on a master of evil and save the world. A fine representation of the arcade version.

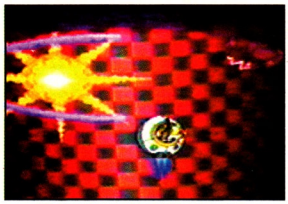




Take on the vicious space snake. One bad move and you'll die.



This game also has shooter elements in it, alongside the action scenes.



Fly to the center of the enemies headquarters and stop him.

STORM

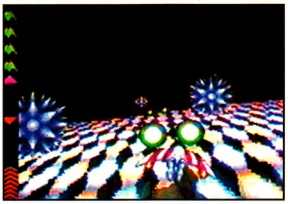
Lawnmower Man

Mega Drive	MEGA DRIVE
Action	
Unknown	Unknown

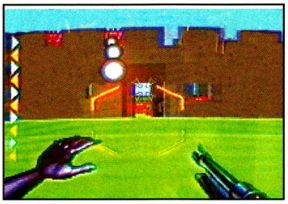
Recreate all of your favorite scenes from the radical movie of the same name. While it's true that this game takes a few liberties with the film, they enhance the game play tremendously.

Try to take back control from the Lawnmower Man who has enslaved the computer matrix to his will. Fly through three-dimensional zones, through "nodes," and fight off computer viruses. You can also battle in side-scrolling action.

Lawnmower Man makes full use of the Mega Drive's power. The special effects will blow you away. As good as the Super NES version.



Fly at high speeds while dodging spikes and shooting at targets.



Target the enemies that reside inside the neo-technical castle.

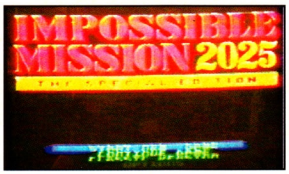
Microprose

Impossible Mission 2025

Super NES	SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION
Action	
Unknown	Unknown

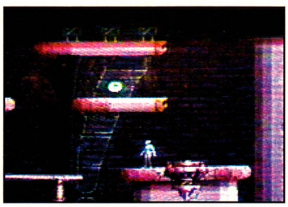
How many of you out there remember the old Commodore 64 game Impossible Mission or its sequel? It even made an appearance on the Master System.

Impossible Mission takes you beyond the first two, by giving us three characters to use, and better graphics. Travel around a series of zones that are protected by robots, steal information, piece it together, and escape. Sound easy? It's a worthwhile challenge. And one I hope will come to the States.

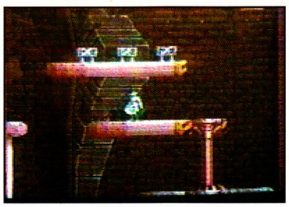




Choose from three characters, including a new android and one tough girl.



Turn on the elevator to move higher up on the screen. The computers await you.



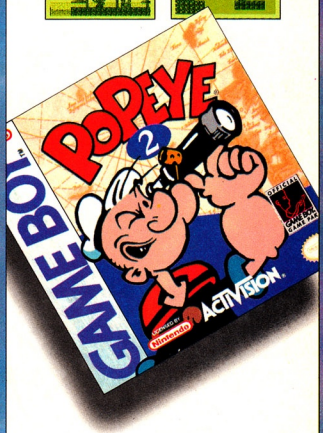
Find out a way to get to the computer terminals, and snatch the information.

EAT
YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.







ACTIVISION®

Popeye is a registered trademark of King Features Syndicate, Inc. and The Hearst Corp.

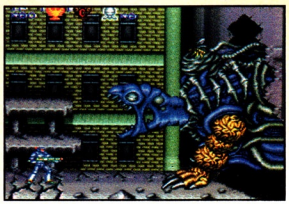
INTERNATIONAL NEWS

While in London, I came across some startling facts. While I had already known that the Teenage Mutant Ninja Turtles had become the "Hero" Turtles, I was knocked off my feet when I saw their version of the Contra series. The first game of Contra was originally called Gryzor in European arcades. It featured a cybernetic war machine rather then a Rambo-type character. When it came to the NES, we at the U.S. got the original name and the Europeans got the new name, Probotector.

Since Contra 3 came out for Super NES, it was only reasonable that they would get Super Probotector. Despite the change of sprites in the main characters, the gameplay and graphics are identical.

One interesting point is that the European systems run on something called PAL, which is a bit slower than our TV systems. As a result, their games play slower than our own. Plus, the PAL games and equipment will not work on our TVs and systems. It's too bad you can't play European games.





Super Probotector is pretty much the same as Contra 3

WORLD NET

Domark

Markos Magic Football

Mega-CD	
Action	
Release Date	Unknown

Joe Marko and his magic Football (it's a soccer ball to us—but remember, this is Europe.) as he gets himself into all sorts of trouble.

Chase your ball through a number of fun levels that are throughout the city. On your chase, you will go through an attic, the park, and downtown. Beware the pedestrians who don't like little kids running about.

Markos Magic Football is a colorful game. The fully animated cinemas are rendered very well, due to the memory capacity of the Mega CD. In making this game, hundreds of animations were used to make it smooth. Who knows if it will ever come here.



Have some fun in the forest. Maybe you can relax here. Watch for wild animals.



Watch your step around the many hazards, or you'll wind up being hurt.

Infogrames

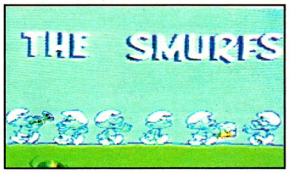
Smurfs

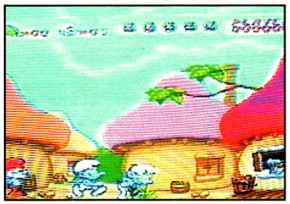
Super Nintendo	
Action	
Unknown	Unknown

Believe it or not, there *is* a smurf game coming out (in Europe that is...) Play as one of those cute blue buggers in an oversized world. It seems that Gargamel is up to his usual trouble again.

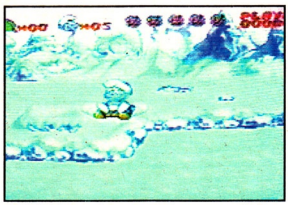
You play as an ordinary smurf and you will meet some famous faces, like Papa Smurf and Smurfette.

Smurfs is your basic side-scrolling adventure, with a few Mode 7 levels put in for good measure. So it's not just a psycho idea, its a reality. Who could have ever believed it?





Papa Smurf sends you off on your grand adventure against Gargamel.



Slide down the mountain on your little Smurf sled. Wheeee!



Travel through an eerie cave. An exit must be nearby.

Elite

Dune Buggies*

Super Nintendo	SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION
Driving	
Early '94	Unknown

From the makers of Power Slide comes another racer that is very early in production. As in Power Slide, you control a racer on a constantly winding track.

Like I said before, this game is in its elementary stages, and there wasn't much at the show. Still, this game shows promise; in the fact that it uses the Super F/X chip so that the polygons are smooth and fast. This game should be hitting Europe sometime in 1994, so expect it a bit later here—if ever. From what I've seen, this game has real potential. Racing fans should wait for this one, as it looks like it will be as good as F/X Trax.

*Working Title



The polygons scale in and out, depending on your location.



Right now, the track is very incomplete, as the backgrounds haven't been added.

Entertainment International

Yogi Bear

Super Nintendo	SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION
Action	
Unknown	Unknown

In pursuit of the prized Picnic Basket, Yogi Bear appears on the British Super Nintendo. This enchanting quest stars Yogi, Boo Boo, the Ranger, and a whole cast of other familiar characters.

Collect items, like the picnic baskets, to acquire points and extra lives. The game play is similar to the Mario games. It has fluid animation and a lot of hidden things to find.

If you are a fan of the Hanna Barbara cartoons, Yogi Bear will appeal to you. It's funny, to say the least.





Ghosts haunt the hills. If you hit them, you'll suffer serious damage.



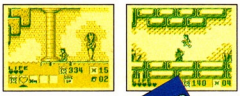
Jump on the picnic baskets to open them up, and spill their contents.

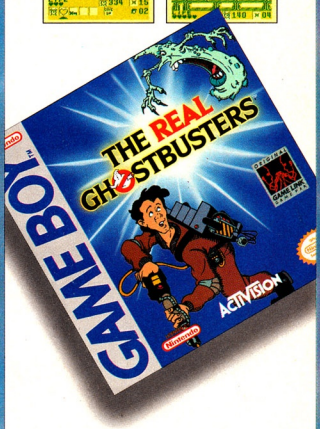


Jump over the bottomless pits. Yogi has never had it this tough!

RAISE YOUR SPIRITS

It's fiendish fun for everyone with The Real Ghostbusters. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The Real Ghostbusters. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.





ACTIVISION®

The Real Ghostbusters is a trademark of Sony Pictures Entertainment, Inc.

INTERNATIONAL NEWS

Philips showed some significant new developments for their CD-I system at the ECTS.

For the first time, it is now possible to put films on CD. At the show, several movies and music videos using the CD-I were on display. This is opening up doors to a brand new medium—interactive movies. These could change the multi-media market forever. Very impressive.

Philips also had a whole slew of new Digital Video Discs with such cool titles like the The 7th Guest, Inca, Zelda: the Wand, Link: the Faces of Evil, and the Joy of Sex.

Hmmmm, which of these titles doesn't belong? Anyway, with what Philips showed at the ECTS, the future definitely looks brighter. It seems that the 3DO and the CD-I will be butting heads quite soon.



Zelda must journey alone in Zelda: the Wand. An interesting CD-I game.



Have a haunting time with the upcoming 7th Guest. It's a visual trip.



Philips Interactive Media

Voyeur

CD-I	CD-i
Mystery	
4rth quarter	Unknown

Voyeur is a political thriller that allows you—from the windows of your apartment—to peek into the awful doings at the neighboring Hawke Manor.

A murder is about to take place. It is up to you to find out who is to be murdered, and save he or she from the killer. As you view Hawke Manor, you will be filming footage. Footage that, in the right hands, can bring justice. It is a tale of greed and death.

As the first of the next generation CD-I games, Voyeur uses over 60 minutes of real video. With a constantly evolving plot, Voyeur is a masterful mystery.



Certain secrets can be caught on tape if you are sly.



Filming the right footage is sometimes a matter of life or death.

Philips Interactive Media

Link: the Faces of Evil

CD-I	CD-i
Action	
Unknown	Unknown

On the island of Koridai an evil is growing. The most gentle of creatures are turning into bloodthirsty beasts. Gannon has awoke the Faces of Evil, and Link is caught in the midst of all the trouble.

Travel through 15 play areas and interact with over 90 characters. This game is the first in the line of adventures based off of Nintendo characters. Since this is on CD, you can expect there to be terrific music and sound. Could this be the bridge between Nintendo and CD-ROMs?





Monsters will make themselves known. Some are friends, while some are foes.



Link sets out on a wondrous new quest to free the island of Koridai.



Meet all sorts of characters while on your mystical journey.

Tengen

Dragon's Fury 2

Mega Drive	
Action	
Unknown	Unknown

If you are a real pinball wizard and want to recreate the feeling of playing the arcade at home, Dragon's Fury 2 is for you.

This hot title goes beyond the first game with better graphics, more objects on the play field, and really good music.

On each of the many levels, you will find various traps that will attempt to snag you. Hit the roaming monsters and other annoying enemies for mega-bonus points.

Dragon's Fury 2 is one of the best pinball carts for the Mega Drive. It makes you wish that the good ol' days of yesteryear were back.



Play on a grotesque field with a variety of traps that will catch your ball.



Dramatic scenes will tally up your bonus points after you lose your ball.

Electronic Arts

Lotus 2

Mega Drive	
Driving	
Unknown	Unknown

Take to the mean streets with Lotus 2. This sequel takes the first game and improves upon the idea.

Like before, you drive a Lotus in a series of timed races. Make it to the checkpoints before time runs out and you get to continue. Like before, there is a number of weather conditions that may be beneficial or detrimental to you. Experience night driving, or even go at it in the two-player mode.

If you've got the guts and perhaps the skill, you'll probably want to try out this fast-paced racer.

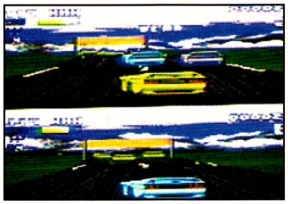


Master cornering, and whiz right past the competition. It takes skill to win.





Drive in all sorts of weather conditions, and learn driving techniques.



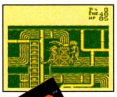
Drive to the checkpoints to acquire more time to race further.

CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.





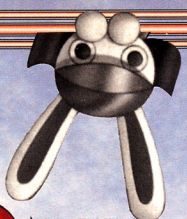


ACTIVISION®

Alien & Predator ™ and © 1993 Twentieth Century Fox Film Corporation. All rights reserved.







Goemon and Ebisumaru, the heroes of The Legend of the Mystical Ninja, are rudely called back from their tropical vacation when they learn that Edo Castle has been taken over by a mysterious foreigner, General Macguinness. The odd ninja couple are joined by Sasuke, a clockwork ninja, on their journey through Japan for a cataclysmic showdown with the General who has converted the castle into a flying battleship. On the way, the crafty bunch battle a huge variety of armored bunnies and clockwork traps in wacky oriental settings.

Like TLMN, there are towns where the heroes can rest up, eat, and buy helpful items like health-restoring riceballs, armor, and umbrellas. One town has gambling casinos where you can shoot craps and play small games for cash, and even an arcade with Konami's famous shooter Xexex that can be played to the end of Stage 1! As before, your characters can be powered-up by scooping up cats. And to do battle with the giant army of mecha robots, there is Goemon Impact, a giant robot that you can fight the huge Bosses with!

Goemon 2



FACT FILE

GOEMON 2

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
ADVENTURE	70%

THE GOOD

Completely original while still sticking to the same play mechanics of the first one—but a whole lot better!

THE BAD

The fact that this game might not make it out over here because of its Japanese style.

THE UGLY

Either playing the second level of Xexex, or being a giant Robot Goemon smashing a city!

Cool Vehicles to ride!

Fish



Mice



Bub-Cart



Sumo-Bot



Goemon

In America, his name was Kid Ying, but that's about all that's different with this guy! His not-so-peaceful pipe will pummel you into a piece of petrified pulp!







Ebisumaru

This time, the pseudo Dr. Yang is back armed with a deadly fan that can knock enemies into the vastness of the backgrounds!







Sasuke

A clockwork ninja who teams up with the the cast. This guy can shoot his hair up into the sky for an attack or literally slice an enemy into two halves!









Stage One

Here, you must journey through simple side-scrolling pathways beating the pulp out of clockwork samurai bunnies. After a while, you will enter a level that takes place in a sumo wrestling coliseum. Leap on giant abacuses and even take control of a sumo suit that you can use to trample the little bunnies!







Give this sumo a couple of good wacks, then chase him to his giant mech suit!





Stage Two

Enter a goofy Japanese setting where bamboo bridges are cut apart by chain saws and a gigantic ogre will bust out the bridge under your feet! Then travel though a forest into a kabuki hall where those colored leaves float in the back and giant Kabuki try to take you out with their hairdos! It's a strange stage.







Beware of the Kabuki's flailing hair. Use timing to defeat this menace.





Goemon Impact!

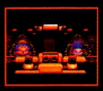
The way to do Boss battles is with this wacky Mecha!



















Player One mans the guns while player Two controls the huge bot.

Destroy Bosses using punches and bullets in a first-person view!





ツインビー レインボーベルアドベンチャー

TWINBEE
RAINBOW BELL ADVENTURES

Twinbee, the star of the popular series of vertical scrolling shooters, makes his debut in a poppy side-scrolling action game. Twinbee and his friends, Winbee and Gwinbee, are summoned by a princess in a distant galaxy who has been captured by a mad scientist. Either one or two gamers can play with two of the three robots. Each one has different weapons, jumping, and weapon charging characteristics. At first, Twinbee and Co. are capable of only punching their foes, but they soon get to power-up. Collect the hidden bells to get new powers.

As you can see, the graphics are heavy on the pastel side. The game play is deliberately made simple so it can appeal to amateur game players. Don't get me wrong! The zippy game-style and furious action make it a hoot for pro-gamers, too. It has a Battle Mode in which you can take on a friend. Overall, it's a cool cart.


This bell gives you an additional option.


Invincibility is granted by the pink bell.


The blue bell gives Twinbee a shield.


Want a laser? Pick up the grey bell.

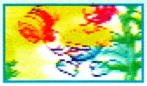
THE MAGIC BELLS

Collect the numerous bells scattered about to gain special powers like invincibility or a shield. However, you lose your powers when you get hit.

COLLECT THE BELLS FOR NEW WEAPONS

TWINBEE







WEAPON: Twinbee uses a powerful hammer.

WINBEE







WEAPON: Winbee uses a killer jump rope.

GWINBEE





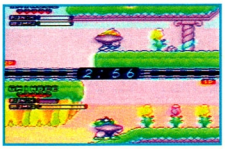


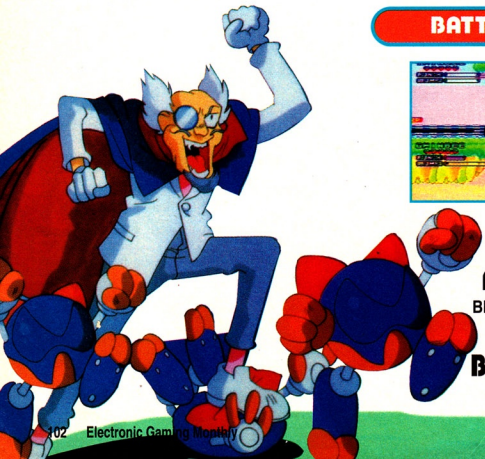
WEAPON: Gwinbee has a giant rattle.

BATTLE MODE!!









WEAPONS

MISSILE
Blasts enemies.



BASEBALL
Throw it!





FACT FILE
TWINBEE R.B. ADVENTURE

MANUFACTURER	# OF PLAYERS
KONAMI OF JAPAN	1 OR 2
DIFFICULTY	**AVAILABLE**
EASY	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	6+
THEME	**% COMPLETE**
ACTION	90%

FOREST ZONE

In the Forest Zone, you will get acquainted with the control. Ride the clouds to get past the spikes to the exit.





If you charge up, you can fly to get to the "impossible" spots.





Use a super punch to crash through walls and advance in the game.



The first Boss looks like an over-grown Tinker Toy. Hit its head to kill it.

WATER ZONE

The Water Zone gradually gets more and more wet. Start off in the deep dark cave and eventually go underwater.





The cave is very dark. You can only see a few feet in front of you.





Dodge the spikes by bouncing on the bumpers. Cool...



The second Boss pops out of the wall to attack you and your friend.

ICE ZONE

The slippery Ice Zone is a dangerous place. Slick inclines and avalanching enemies will give you trouble.





Jump on the falling skiers who are snowballing to the bottom.





Collect the orange thingies to gain extra lives. You need a lot.



This speedy skier can bowl you over with his fast movements.





THE GOOD

This cart should attract all ages of players. With the 2-player mode, the cart has a long life-span.

THE BAD

The diversity leaves something to be desired. The repetitive gameplay grates on your nerves.

THE UGLY

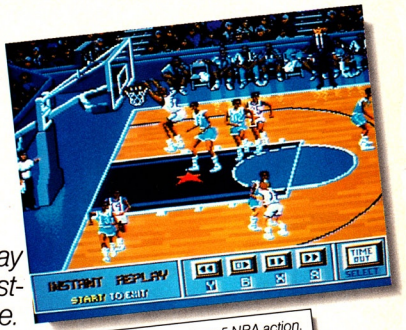
Seeing all of this cutesy pastel colored stuff. The overall mood seems too happy. Smile or else.


The
1993
NBA
Finals
PARTY



Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

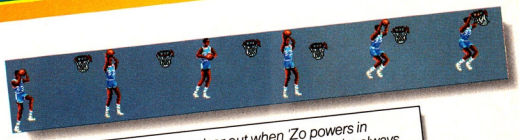
NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.



The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

IN THE PAINT.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.



Better clear out when 'Zo powers in with a double pump slam. Because he always rocks the house.

'94 GAME HIGHLIGHTS

- ALL 27 NBA TEAMS
- FULL 82-GAME SEASON
- SAVE TEAM STANDINGS
- TRACK LEADING STATS
- CUSTOM TEAM BUILDER
- PLAYER TRADES
- 1993 ALL-STARS
- TWICE THE SPEED

Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.

EA SPORTS™

If it's in the game, it's in the game.™

EA SPORTS and If it's in the game, it's in the game are trademarks of Electronic Arts. The individual NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc. NBA is a registered trademark of NBA Properties, Inc. Nintendo® Super Nintendo Entertainment System® and Super NES® and the official seals are the trademarks of Nintendo of America, Inc.



TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get a smack in the chops.

WIN GAMES!

TRICKMAN JUST CAN'T SLEEP!

We don't know whether it's insomnia or if Terry just can't get enough of this section in the magazine. In any case, it seems that the Trickman has been sighted at Sendai many a late hour. Most of the employees can't tell, because of Terry's natural bloodshot eye color, but our regular Night-Man has told many a story of the Trickman's habits of staring at the monitor with his mouth moving and no words coming out. We did confirm something when evidence was found of empty Mountain Dew cans all over his desk. The guy just wants to make this section the best it can be. Make our Trickmeister proud by sending in your best gobs of gaming goodies to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your coveted code makes Terry pee in his pants with excitement, you will get your name printed in the magazine and acquire a free game for your favorite system* from us!

Rules that we put in tiny print to keep our lawyers happy and cause eye strain...Sendai Publications, Inc is not responsible for the submisson of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, GameBoy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

Silpheed

Sega CD	Sega

Gain 10 Continues

At the "Continue 01" screen, wait for the opening demo. On pad 1 press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, START.

POWER TRIP

Now you can get an extra 10 continues in addition to the regular five. Play the game as normal and get as far as you can. You will get five continues. Continue your game up to four times. When the game is on "Continue 01" at the Title screen, wait until the demo reappears. While the opening demonstration is running, press these buttons in this order on controller 1: RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, and START. When the title screen appears again, press START and then you will see that you don't just have one continue anymore, but they have increased to 10! With a full 15 continues, you can take out the enemy squadrons with no problem!

Note: This trick was done on a pre-production copy of the game. The trick could be changed or may not even be in the production copy of the game.



Play the game until you only have one continue left.



Wait for the demo screen and do the trick on the control pad.



When you go back to the title, your continues increase to 10!

Mortal Kombat

Super NES	Acclaim

All Finishing Moves

Listed below are the finishing moves for every character. Follow these precise instructions of the pad movements.

POWER TRIP

Here are the finishing moves for every character.

KANO:
Away, Down, Toward, B
(You must be very close to your opponent.)

JOHNNY CAGE:
Toward, Toward, Toward, Y



Some characters require that you do the finishing move fast.

LIU KANG:
Beginning Down on the pad, make a complete circle toward your opponent.

RAYDEN:
Toward, Toward, Away, Away, Away, Y
(You must be very quick and close to your opponent.)



With Rayden, make sure you are very close to your foe.

SUB-ZERO:
Toward, Down, Toward, Y

SCORPION:
Hold any button, Up, Up

SONYA:
From anywhere press: Toward, Toward, Away, Away, R button

JOE & MAC™

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

BE A CAVE DUDE- SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KID-NAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BRAVING A WILD AND WACKY WORLD FILLED WITH FLOW-ING LAVA, ROCK SLIDES, AND MORE PRIMORDIAL MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BAD-DEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

TAKARA®

Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001

Tel: 212 689-1212

Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

©JOE & MAC ™ 1991 Data East Corporation.

TRICKS OF THE TRADE

CHEAT SHEET

Doomsday Warrior Renovation / Super NES

Passwords

AMON:
Layban—9D49D9D4
Daisy—696999D4
P-Lump—442D49D6
Grimlock—442HF4D6
Nuform—6C2HC6D6
Bosses—GG2HCBD6

DAISY:
Layban—C44999G9
Amon—CF6949G9
P-Lump—4GBCC9GC
Grimlock—4GBDB4GC
Nuform—6CBD66G6
Bosses—6BBD6BG6

GRIMLOCK:
Layban—6D49D974
Amon—496C9976
Daisy—4DBHD976
P-Lump—645H9976
Nuform—6F5H4476
Bosses—G45HFF76

LAYBAN:
Amon—9F49D9C4
Daisy—CCF999C4
P-Lump—C689F9C4
Grimlock—6B89F4C4
Nuform—468946CG
Bosses—4B894BCB

NUFORM:
Layban—9449491C
Amon—9F69C91C
Daisy—44B9G91C
P-Lump—6459H91C
Grimlock—6G59H41C
Bosses—6G5D161C

P-LUMP:
Layban—CF49F9H4
Amon—946C49H6
Daisy—9GBCG9HG
Grimlock—C65DB9HG
Nuform—465FHCHD
Bosses—4B5F0GHD

SLEDGE:
Amon—64C94994
Daisy—6FGC4994
P-Lump—9F39F994
Grimlock—C43C4494
Nuform—CF3CC694
Bosses—643CGB94

Zaiad Aryanpure, Dublin, CA

Super Mario-All Stars

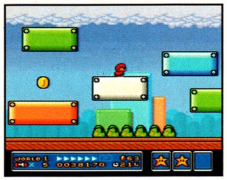
Super NES	Nintendo

Whistle Warps

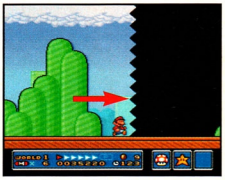
Go into World 1-3. Find the white block. Duck on it and fall into the background. Get the whistle. Save, quit and repeat.

POWER TRIP

Start the game, Super Mario Bros 3 and get to World 1-3. Find the white block near the end of the level. Get on it and duck until you fall into the background. Now, run to the right and collect the Warp Whistle. After you get out, press START to save and quit. Go back to this stage. Repeat the trick for all three Warp Whistles!



In World 1-3, get on this white block and duck until you fall.



You'll go behind the scenery. Run all the way to the right.



You will be in Toad's house. Collect the Warp Whistle.



Save, quit, and come back to this stage and repeat the trick!

Super Mario All-Stars

Super NES	Nintendo

Multiple 1-Up Loop

Jump up and onto the turtle next to the bottom block of the pyramid and you will be able to get up to 127 1-Ups.

POWER TRIP

Go into the first Super Mario Bros. game and make your way to World 3-1. Near the end of the stage, look for a pyramid with two turtles walking down the blocks. Put Mario next to the bottom block of the pyramid. Once the second turtle is moving down to that block, jump up to bounce on the turtle multiple times.



Bouncing on the turtle causes a chain reaction of 1-Ups!

Super Mario All-Stars

Super NES	Nintendo

Unlimited Hammer Bros. Suits

Get the hammer in World 6 and break the rock next to the pipe. Get the Hammer Bros. suit. Save and quit. Repeat this.

POWER TRIP



Get a hammer from a Hammer Brother and break this rock.



Go into Toad's house straight above and get the H. suit.

In World 6, defeat levels 1 and 2. At this point, a Hammer Brother should be in easy access. Defeat him and get the hammer. Go right to the pipe blocked by the rock. Break the rock with the hammer. Enter Toad's house and get the Hammer Bros. suit. Return to the map, then Press START and choose "Save and Quit." Go back into the game and choose the data you last saved. When you start again, enter the first pipe near you. You will come out the pipe where the rock used to be. Enter Toad's house and get another suit. Repeat the process to get an unlimited amount of suits.



Save, quit, and repeat the trick for many Hammer Bros. suits.

ORIGINAL GAME BOY GAME PAK

LICENSED BY Nintendo

COOL BALL

WHAT'S A LITTLE ROUND GUY TO DO?

HERE YOU ARE, BOUNCING ALONG HAPPILY IN THE PREDAWN OF THE UNIVERSE WITH YOUR GIRL-FRIEND, SUZZETTE. THEN ALONG COMES THE BIG BANG AND "WHAM" - OFF SHE GOES FLYING THROUGH TIME, SCREAMING FOR HELP! SHE'S COUNTING ON YOU TO TRAVEL THROUGH TIME AND FIND HER! YOU'LL NEED TO COLLECT VARIOUS OBJECTS ALONG THE WAY, ALL OF WHICH MUST BE COLLECTED IN ORDER TO COMPLETE EACH LEVEL. YOU'LL ENCOUNTER HUNGRY PIRANHAS, GNARLY PTERODACTYLS, GIANT RATS AND TREACHEROUS SWOOPING BIRDS ON YOUR JOURNEY. SO THINK FAST AND KEEP ON BOUNCING!





TAKARA®
Video Game Division
230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: (212) 689-1212, Fax: (212) 689-6889

Nintendo®, Game Boy, Super Nintendo Entertainment System®, Super Nes®, and the official seals are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.
© 1992, 1993 Infogrames™

TECMO® SPORTS™

SEGA™

NOW SA



NEW FEATURES

RECEIVER SUBSTITUTIONS.
YOU CAN CALL A TOUCHBACK.
UPDATED TEAM ROSTERS.
NEW DIVE PLAY FEATURE.
WEATHER SELECTION.





TECMO® 16 Bit SPORTS™

In November of 1991, Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©TECMO,LTD.1993 TECMO® is a registered trademark of Tecmo,Inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

ON LE*

TECMO® SPORTS™

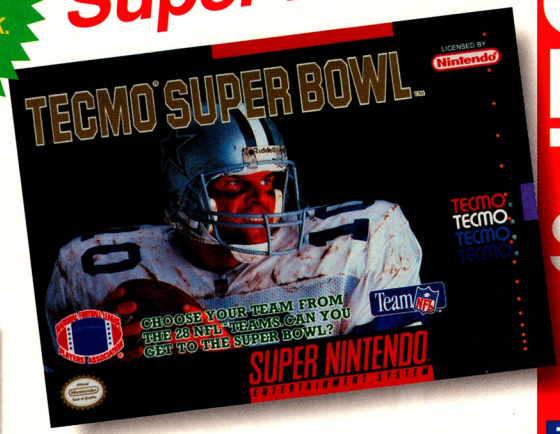
NEW FEATURES

RECEIVER SUBSTITUTIONS.
YOU CAN CALL A TOUCHBACK.
UPDATED TEAM ROSTERS.
NEW DIVE PLAY FEATURE.
WEATHER SELECTION.

16 Bit Super NES®!







Team NFL™

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

©1993 NFLP
SUPER BOWL and NFL Shield Design are trademarks of the National Football League.
©1993 NFLPA
Officially Licensed Product of the National Football League Players Association.

Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc.
©TECMO,LTD.1993 TECMO® is a registered trademark of Tecmo,Inc.

* The actual sales date at retail stores may vary. Please contact your local video game retailer for the exact sales date.

TECMO® 16 Bit SPORTS™

TRICKS OF THE TRADE

CHEAT SHEET

Mechwarrior
Activision / Super NES

Invincibility

Choose "Start Game" from the Title screen. Highlight the third option on this screen, and press the B button. On the next screen, choose what you want and exit. The previous screen will appear again, except there will be a new option on the left. Choose it and your mech and go into the game. At this point, press START to pause the game and press these buttons in this order: A, L button, L button, Y, A, L button, L button, Y, A, L button, L button, Y. You will then see the word "Invincible" appear. Your mech is now invulnerable to any harm!

Street Combat
Irem / Super NES

50 Lives Trick

At the Title screen, move to the Options selection and press START. On the Option Mode screen, move the pointer to the "Credit" option. At this point, press the SELECT button 10 times. Your credits will suddenly be increased to 50! Exit this screen and start your game with 49 credits left in the bottom right-hand corner of the screen.

Dead Moon
T.T.I. / Duo

Level Select

At the Title screen, press DIAGONALLY DOWN-LEFT, I, II, and RUN at the title screen. You will see the Level Select screen appear.

Michael Ramirez, South Gate, CA

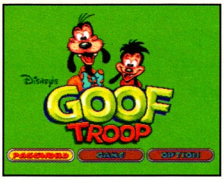
Goof Troop

Super NES	Capcom

Level Passwords

Move to the Password option from the Title screen and enter these password symbols in the correct order for any level.





At the title screen, move left to access the Password option.



Enter the password to the level you want.

Here are the passwords for the levels of Goof Troop.

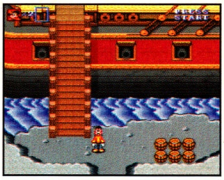
Level 2: *Cherries, Red Diamond, Blue Diamond, Cherries, Bananas.*

Level 3: *Red Diamond, Cherries, Blue Diamond, Blue Diamond, Red Diamond.*

Level 4: *Bananas, Cherries, Blue Diamond, Red Diamond, Bananas.*



Once you see the map, the flag will move to the next level.



You can even access the last level with these great codes.

Street Fighter II Turbo

Super NES	Capcom

Vega's Flip

In Turbo mode, press all 3 punch buttons simultaneously. In Normal mode, press back two times on the control pad.



The instruction manual doesn't say anything about a move that Vega has to make him backflip. In the Turbo game, it is done by pressing all three punch buttons at the same time. In the Normal game, it is done by pressing back two times on the control pad. This is a great escape move from fireballs, etc.



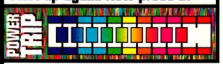
Vega's backflip is a great escape maneuver in the game.

Ranger-X

Genesis	Sega

Level Skip

Pause the game. Press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. The music will start up again. Now press B.





Start your game as normal and get into the game itself.



In any level, pause the game and do the code with pad 1.

Now there is a way to skip levels in this great shooter cart with this awesome code. If you find yourself getting blown away in the game, do this: You must first pause the game in the middle of any level. Now press these buttons in this exact order with the first controller: UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. At this point, the music will begin again. Now press the B button and the screen will fade away and then start into the next level. You can do this trick in any level, all the way until you reach the end of the game.

Note: This trick was done on a pre-production copy of the game. The trick could be changed or may not even be in the production copy of the game.



The level will fade out and then go to the very next level. Cool!


KONAMI IS CHANGING
THE FACE OF FIGHTING GAMES
FOREVER.
TOURNAMENT FIGHTERS™
KONAMI®
Coming soon to leading video game systems.
© 1993 MIRAGE STUDIOS. EXCLUSIVELY LICENSED BY SURGE LICENSING, INC. KONAMI® IS A REGISTERED TRADEMARK OF KONAMI CO., LTD.
TOURNAMENT FIGHTERS™ IS A TRADEMARK OF KONAMI (AMERICA) INC. © 1993 KONAMI (AMERICA) INC. ALL RIGHTS RESERVED.

TRICKS OF THE TRADE

CHEAT SHEET

Sonic Blast Man
Taito / Super NES

Level Select

This trick will let you select from any level in the game. To do this, go to the Options screen and move the cursor onto the music. Change the music number to whichever stage you want to play (the level number is to the right of the music number). Now, hold the SELECT button and then press these buttons in this order: L, R, R, L, and then START. You will be transported to the level that you chose. To play against the Bosses do the same thing as the trick above described, but put the music number on Boss instead of a level number.

John Naval, San Diego, CA

WWF Royal Rumble
LJN / Super NES

Super Punch

When you first turn on your Super NES, you will see a legal screen. As soon as it begins to fade, take controller 1 and press B, then Y. When you hear a voice say, "ugh!" you will have Super Punch! Beat your foe with two punches!

WWF Royal Rumble
LJN / Super NES

Mirror Match

On the Player Selection screen, press the top L button to stop the WWF logo in the background from moving. Hold the top L and R buttons without making the logo move again and press SELECT. Move through the selection screen to find your twin to either fight himself or be his own tag team partner!

Shinobi III

Genesis	Sega

Unlimited Shurikins

Go into Options and move to S.E. Set it to "Shurikin." Set the Shurikins at 00 and wait to get an unlimited supply.

POWER TRIP



When you are at the title screen, choose the "Options."



In Options, move to the S.E. and choose "Shurikin."

Here's a way to get an unlimited amount of shurikins in this game. At the Title screen, choose the "Options" selection. In the Options, move down to the S.E. command and set the sound to "Shurikin." Now move back up to the command, Shurikin and set them to 00. Stay on this option and wait until it turns into an infinite symbol.



Move to the Shurikins option and put the number at 00.



Wait until you hear a sound. The unlimited symbol appears!

Street Fighter II Turbo

Super NES	Capcom

Button Configuration Trick

On the Character Selection screen, choose your fighters and hold the SELECT. Choose your stage and it will appear.

POWER TRIP

The trick that worked in Street Fighter II also works in the Turbo version. To configure your buttons without using the Options, go to the Character Selection screen and pick your character(s) in a 1- or 2- player game. Hold SELECT. Once you choose (or fly to) your stage, the configuration screen will appear.



By doing this trick, you can configure between matches.

TUFF E NUFF

Super NES	Jaleco

Play as the Bosses

For a one player game, go to the select mode and do the pad trick. For 2-players, reset and go to the second part.

POWER TRIP



When the "select mode" screen appears, do the trick.



After the explosion, you can pick more characters to use!

To play any character (including the enemies) against any character, start your game from the Title screen. When the "Select Mode" screen appears (with three boxes), push the control pad in the following pattern: LEFT three times, RIGHT three times, and LEFT seven times. Then press START and you will hear an explosion sound. Additional characters will appear on the screen. For a two-player game with Bosses, do the same code and Reset the Super NES. When the Select Mode appears again, press RIGHT three times, LEFT three times, RIGHT seven times, then START.



Play as the Bosses in a one- or two-player fight to the finish!

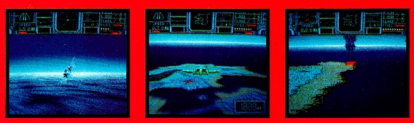
WANTED:

Replacement Pilot For Stealth-On-Stealth Mission.



Whether you're a top gun or an air bum, Lock On puts you on target. Fly intercept missions in the flashy F-14 Tomcat, super fast Tornado or stealth-enhanced FS-X. Blast tanks and ground installations in a A-10 Thunderbolt. Not for those who want to fly the friendly skies!

LOCK ON™





Official Nintendo Seal of Quality

VIC TOKAI INC.

22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

SUPER NINTENDO ENTERTAINMENT SYSTEM

TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition
Capcom / Super NES
Game Genie Codes

You must have a Game Genie peripheral for your Super NES to make these codes work. At the Game Genie's code entry screen, just enter the following passwords from Galoob for various results:

D63B-C70D—Sagat's hard Tiger Uppercut goes farther.

D63B-C4AD—Sagat's medium Tiger Uppercut goes farther.

D63B-C40D—Sagat's light Tiger Uppercut goes farther.

D439-340D—Sagat's high Tiger Shots are disabled (You can do the move, but no projectile comes out).

D838-CF0D—Sagat's hard Tiger Knee goes farther.

D83C-C70D—Sagat's medium Tiger Knee goes farther.

D83C-CF0D—Sagat's light Tiger Knee goes farther.

DF39-C40D—M. Bison's hard Psycho Crusher is slower.

DC39-C40D—M. Bison's hard Psycho Crusher is faster.

DF39-CFAD—M. Bison's medium Psycho Crusher is slower.

DC39-CFAD—M. Bison's medium Psycho Crusher is faster.

Jurassic Park

Genesis | **Sega**

Passwords

Here are the passwords for playing Dr. Grant or the Raptor. Just access the password option and enter these codes.

POWER TRIP



At this screen, choose "Password" to enter the codes.



DR. GRANT

1 - 0HHNSIDK (Easy)
0RJTRMA6 (Normal)
08BI9UR7 (Hard)

2 - 2BINHKE9 (Easy)
277166RO (Normal)
2QMH7DB2 (Hard)

3 - 4LBVGIIN (Easy)
4BFP64V0 (Normal)
4SNP67FC (Hard)

4 - 66RHEH2P (Easy)
64DHCDEF (Normal)
6QLNTNRR (Hard)

5 - 8KN0SHUU (Easy)
85BGLNTH (Normal)
8DCIDDR8 (Hard)

6 - A717MUP6 (Easy)
AH745EJC (Normal)
A6C8EDJI (Hard)

7 - CPLPHMMG (Easy)
C7UBL67U (Normal)
C7DH56B7 (Hard)

RAPTOR

1 - G21G0014 (Easy)
G21G0025 (Normal)
G21G0036 (Hard)

2 - I21G0016 (Easy)
I21G0027 (Normal)
I21G0038 (Hard)

3 - K21G0018 (Easy)
K21G0029 (Normal)
K21G003A (Hard)

4 - M21G001A (Easy)
M21G002B (Normal)
M21G003C (Hard)

5 - O21G001C (Easy)
O21G002D (Normal)
O21G003E (Hard)

Jeremy Vance, Memphis, TN

Wolfchild

Super NES | **Virgin**

Invincibility

Go to the first boss. Destroy it and press A, B and START simultaneously. On the next level, you will be invincible.

POWER TRIP

Go through the first level and kill the flying Boss. When he dies, and you raise your arm in victory, press A, B, and START at the same time. (You might have to do this twice). On the next level, you're invincible. DON'T touch the full energy/mutation icon or your invincibility wears off.

Mike Green, Hewitt, TX



Do the code after you defeat the Boss on the first level.

Time Gal

Sega CD | **Renovation**

Passwords for the Visual Mode

Access the Visual Mode and enter the password of your choice to watch the whole level play through.

POWER TRIP



Get to the Visual Mode and enter the correct password.



You can view the death (miss) scenes of any stage you like.

1. 70,000,000 B.C.
Password: BMCFXWRL
2. 65,000,000 B.C.
Password: GJRPQVKS
3. 3,000,000 B.C.
Password: THMZCYFB
4. 1600 B.C.
Password: RYFGSXDK
5. 44 B.C.
Password: FTGBDQPW
6. 500 A.D.
Password: VSLCZKTJ
7. 999 A.D.
Password: CYVZPBMG
8. 1588 A.D.
Password: DRXHTLQJ
9. 1941 A.D.
Password: WBMRJZVH
10. 1991 A.D.
Password: SHKXGJWF
11. 2001 A.D.
Password: XPTMCSHD
12. 2010 A.D.
Password: ZVYFLGQJ
13. 3001 A.D.
Password: QWCDHRKT
14. 3999 A.D.
Password: PLQTVMXY
15. 4000 A.D.
Password: LKDWBSYF
16. 4001 A.D.
Password: KVGPRZCW

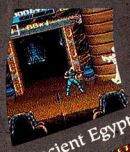
Mario Mendez, Los Angeles, CA

Your Time Will Come.

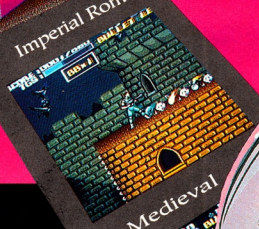
TIMESLIP™

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.


Cretaceous

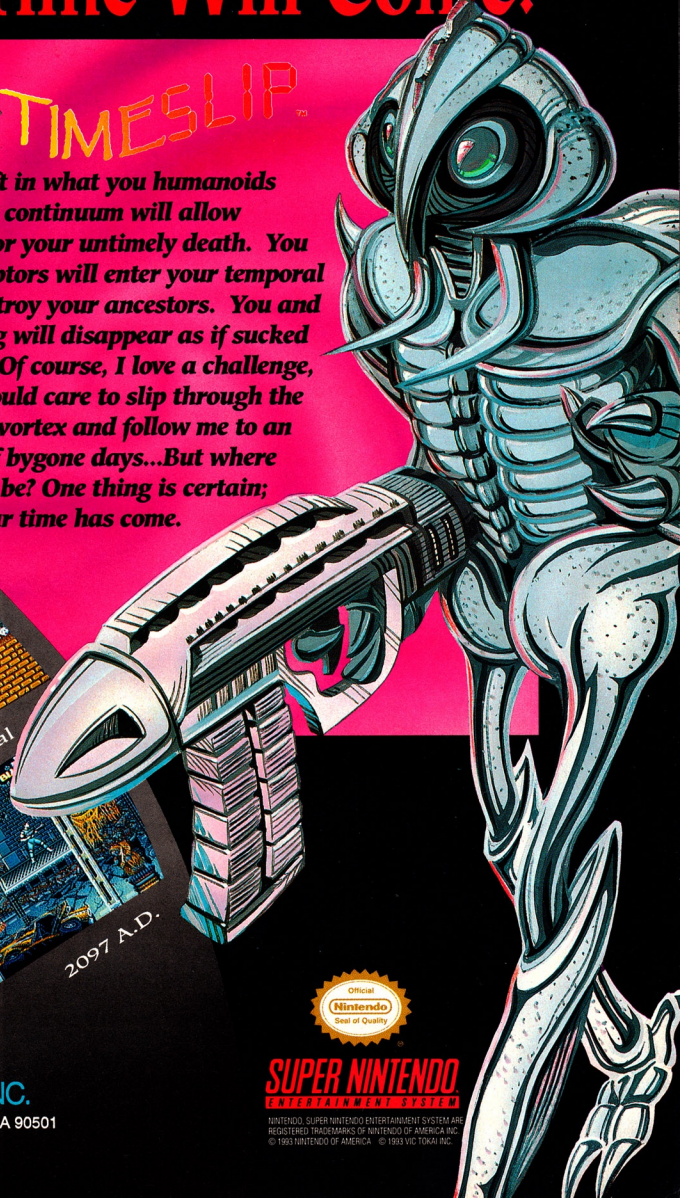

Ancient Egypt


Imperial Rome


Medieval


2097 A.D.





VIC TOKAI INC.
22904 Lockness Ave., Torrance CA 90501
Tel. (310) 326-8880

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1993 NINTENDO OF AMERICA © 1993 VIC TOKAI INC.

TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Street Fighter II: Turbo Edition cont.

Game Genie Codes

DF39-CF0D—M. Bison's light Psycho Crusher goes slower (Not in normal mode).
DC39-CF0D—M. Bison's light Psycho Crusher goes faster (Not in normal mode).
DF31-CD6D—M. Bison's hard Scissor Kick goes slower (Not in normal mode).
DC31-CD6D—M. Bison's hard Scissor Kick goes faster (Not in normal mode).
DF31-CDDD—M. Bison's medium Scissor Kick goes slower (Not in normal mode).
DC31-CDDD—M. Bison's mediumScissor Kick goes faster (Not in normal mode).
DF39-C76D—M. Bison's light Scissor Kick goes slower.
DC39-C76D—M. Bison's light Scissor Kick goes faster.
DF69-7DD1—Balrog's first Dash Punch goes slower.
D869-7DD1—Balrog's first Dash Punch goes faster.
D432-CF0D—Balrog's first Turn Punch goes slower (and a little backward).
DC32-CF0D—Balrog's first Turn Punch goes faster.
DC38-1F6D—Chun Li's hard Whirlwind Kick goes farther.
DF38-1FDD—Chun Li's medium Whirlwind Kick doesn't go as far.

Super James Pond

Super NES	Seika

Secret Room

Begin the game and go right until you reach the last tower. Jump up and to the left. Run on the roof and go into the tower.

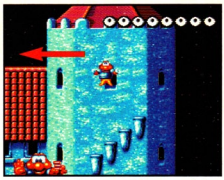
POWER TRIP

To find a secret room in Super James Pond you must go all the way to the right of the screen, jumping over doors along the way. When you reach the last tower, jump up the small platforms leading to the roof, and then run left on the roof all the way until you go inside the tower itself. Find the room!

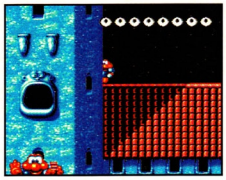
Humberto Villegas, Chicago, IL



Jump over doors and go all the way right, up to this point.



Jump up the small tower platforms and then go left.



Keep running on the roof until you go inside the left tower.



You will go down stairs until you reach the secret room!

Roger Clemens' M.V.P. Baseball

Super NES	LJN

Incredible Password

Just choose your number of players and then enter your password on the designated screen to be 33 games ahead.

POWER TRIP

This code will guarantee you the pennant without a lot of effort. Just enter:
LZFMJY RBZVJS FY7WFX 6CBBN5
You will be the Minnesota Hounds. You'll be an incredible 33 games ahead of the opposition and automatically win the pennant.

Paul Lieber
Brooklyn, N.Y.



Enter the password at this screen for the pennant win!

Mutant League Football

Genesis	Electronic Arts

Passwords

Choose to Continue Playoffs and enter your password. You can even access the Mutant Bowl as the Darkstar Dragons.

POWER TRIP

Using the Darkstar Dragons, you can enter the playoffs by putting in these passwords:

Divisional Playoffs—
H1B11111J
League Playoffs—
H1G1111111
Mutant Bowl—H1L1111114

Ricky Rawson
North Pole, Alaska



Go to this option and choose to Continue Playoffs.



Enter the passcode of your choice at this screen.



This shows an overview of the teams in the upcoming games.



Choose the Divisional Playoffs or even the Mutant Bowl!

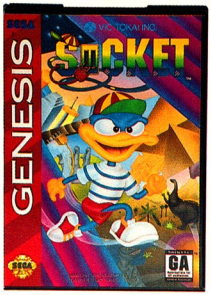
Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?











SOCKET™

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action, including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

VIC TOKAI INC. GENESIS™

OFFICIAL SEGA SEAL OF QUALITY

22904 Lockness Ave., Torrance CA 90501 Tel. (310) 326-8880

Sega and Genesis are trademarks of Sega Enterprises Ltd. LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. ©1993 VIC TOKAI INC.

TRICKS OF THE TRADE

TERRY AND TINA ART THAT DIDN'T MAKE IT

The Trickman thought he should give honorable mention to some of the interesting envelope art that was received for the contest in the August issue, number 49. Thanks to all who entered. The winner was printed on page 24 of the October issue, number 51.



Kinman Chan
Laguana Hills, CA

Yoshi's Cookie

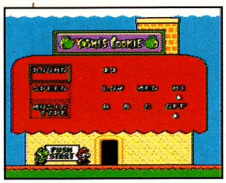
Nintendo	Nintendo

Play Extra Levels

In the Options, set the music to OFF, the Speed to HI and the round to 10. Then hold UP and press the SELECT button.



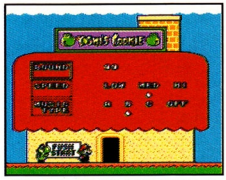
Here is a code to access level 11 throught 99. Go to the Options screen. Set the music to OFF, set the speed to HI, and the round to 10. Then hold UP and press the SELECT button. The 10 will change to an 11. From here, you can change any option you like and you can move the round number up to 99!
Shaun Stehman; Royersford, PA



In the Options, set the correct specifications for the trick.



After pressing the SELECT button, round 11 will appear.



After you do the trick, you can set the options as you like.



You may start in any of the extra levels you prefer!

Note: This ad is cruelty-free. No real animals were injured in it's manufacture.

GO FLA

Shinobi III

Genesis | **Sega**

Invincibility

Go into the Options and highlight "Music." Play the songs in the correct order and you will have invincibility in the game.

POWER TRIP

At the Title screen, move the cursor to Options and press START. In the Options, move to the "Music" option and play these songs with button B in this order: HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU. Exit the Options and start your game. You now have invincibility from damage in the game!



At theTitle screen, move to the Options and press START.



Move to "Music" and play the songs in order with button B.



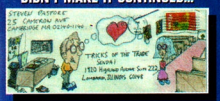
Once you press B for the last song, it will just make a sound.



Go into the game. Any hit you take will not cause damage!

TRICKS OF THE TRADE

TERRY AND TINA ART THAT DIDN'T MAKE IT CONTINUED...



Steven Pastore
Cambridge, MA



Krista K.W. Lee
Markham, Ont.

Thanks to all who entered.

- Trickman Terry

AT OUT.

The cat's out of the bag: Top Gear 2 is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. KEMCO



Nintendo,™ Super NES,™ Game Boy,® and the official seals are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc. © 1993 Kemco America, Inc.

TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Jungle Strike
Electronic Arts / Genesis

Game Genie Codes

You must have a Game Genie peripheral for your Genesis to make these codes work.

R13B-861A—MASTER CODE--MUST BE ENTERED.

D5DT-GA7A—Infinite Lives.

AKFT-JA9C—Infinite ammunition.

MOST WANTED TRICK

The rumors have already been flying about a blood code for the Super NES version of Mortal Kombat. There are a lot of blood-thirsty owners of this cartridge that want to know more about it. Can anyone confirm this rumor? If you have a definite answer (no bogus letters please), send it in! A Game Genie code for blood would also be cool. As always, if your trick makes it, you'll get a free game!



Silpheed

Sega CD	Sega

Secret Voice Test

At the Title screen, move to Option with pad 1. Hold A, B and C on pad 2 and press START on pad 1 to get a Voice Test.

POWER TRIP III



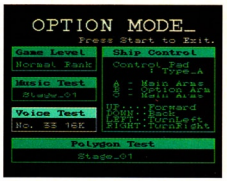
On theTitle screen just press START on controller 1.



Hold A, B, and C on controller 2 while going into "Option."

Normally when you go into the Option mode, you will get a sound test that just gives you a few effects. But now you can have access to all of the voices that make up this intense shooter with this trick. Get past the cinema demonstration and at the Title screen, press START to access the choices of Game Start or Option. Move the rotating triangles down to the Option selection. Now, take controller 2 and press and hold buttons A, B, and C simultaneously. With these held, press START on controller 1. In the Option Mode, you will see a new option called Voice Test. Highlight it and have fun with the voices.

Note: This trick was done on a pre-production copy of the game. The trick could be changed or may not even be in the production copy of the game.



Enjoy the voice test and disregard boogie manovers.

Super Turrican

Super NES	Seika

Hidden Sound Test

Go into the Options, highlight "Exit" and then hold L button, R button, X and A. While holding these, press START.

POWER TRIP III

To hear all of the Dolby Surround Sound music in this game, just do this trick. First, go to the Options mode and go to the "exit" selection. Then hold these buttons: L button, R button, X and A. While holding these, press the START button. The sound test will then appear.

Manuel Escobar, Houston, TX



Access the Options from the Title, and then do the trick.

Streets of Rage

Game Gear	Sega

Stage Select and Invincibility

Go to the Options, choose the Sound Test and put it on number 11. Now press buttons 1 and 2 At the same time.

POWER TRIP IIIIIIIIIII



Choose the Options screen from these three selections.



In the Options, pick number 11 in the Sound Test feature.

Here is an awesome way to get as far as you want in Streets of Rage. First, go to the Options screen. Move to the Sound Test, and pick number 11. Now, press buttons 1 and 2 simultaneously. Underneath the options will be two new options which will ask you if you want damage, and which stage you want.



Press buttons 1 and 2 at the same time for more options.



You can access any stage you want and invincibility!

Lufia

& The Fortress of Doom

A VAST RPG WORLD IN STUNNING GRAPHICS!









YOUR actions determine the outcome of the opening story!
A vast world to explore in this ultimate RPG adventure!
Help love triumph over the might of the Sinistrals!

LICENSED BY Nintendo

Official Nintendo Seal of Quality

Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

TAITO™

THE ONLY GAME IN TOWN.

TAITO AMERICA CORPORATION
390 Holbrook Drive Wheeling, IL 60090

TAITO AND LUFIA & THE FORTRESS OF DOOM ARE TRADEMARKS OF TAITO CORPORATION.
© 1993 ALL RIGHT RESERVED.

"BOWSER'S



LICENSED BY
Nintendo

GOT ME!!"



Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting the snow. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities where they commit dastardly deeds.



Travel the world instantly through PORTALS

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-friendly) natives, collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.



Snap a perfect picture in famous cities of the world!



For NES®, Super NES® and IBM® PC & Compatibles

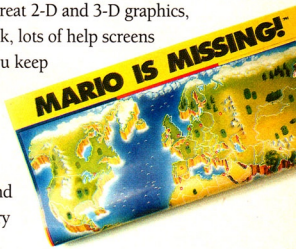
For the dealer nearest you or to order, call toll-free

1-800-234-3088



MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



Keep track of your clues, facts and cities with your fold-up map

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *And it's time for you to be a Mario hero!*

MARIO IS MISSING!™

THE SOFTWARE TOOLWORKS

™ and © Nintendo of America Inc. © 1993 The Software Toolworks, Inc. All Rights Reserved. Mario Is Missing, Mario, Luigi, Bowser, Super Nintendo Entertainment System, Super NES and NES are registered trademarks of Nintendo of America Inc. IBM is a registered trademark of International Business Machines Corp.

NEXT WAVE

30 GAMES PREVIEWED!!!

Out of This World, Fun & Games, Asterix the Gaul, Chester Cheetah 2, Lawnmower Man, Total Carnage, The Lost Vikings, Star Trek: TNG, Fido Dido, Quarterback Club, Wicked 18, Pink Goes to Hollywood, Flashback, Cosmic Spacehead, Socks the Cat, College Football Nat. Champions, World Class Soccer, Super NBA Basketball, Twisted, Obitus, Jimmy Connors Tennis, Shockwave, Peter Pan, Son of Chuck, Battlechess, Cliffhanger, Ms. Pac-Man, Last Action Hero, Battletoads, RoboCop 3

NEW SOFT NEWS

Lots of cool games are on their way. For example, the Sanctuary Woods Corporation has announced that they will bring out multimedia games based on their Ripley's *Believe it or Not!* license. Expect a game for the 3DO in the future. More on this exciting news when we get more info.

Another great license has been grabbed by T*H.Q.. Based on the animated film, Akira will give players some real hard-hitting action.

For those of you who want to get a little physical while playing your games, check out the Heartbeat Personal Trainer. This system will monitor your heart, and adjust the game play accordingly. So now you can get fit and still have fun at the same time. This unit is compatible with the Sega Genesis. Two games made especially for it, Outworld, and Outback Joey, will come out at the same time it's released.

And finally, Tengen has just announced that Gauntlet IV will be compatible with *both* the EA four player hook-up, and the Sega adapter. This was made possible through special programming.



Interplay

Out of This World

3DO	Adventure

The 3DO has caused a major uproar in the industry. With a large number of licensees, and a whole slew of upcoming titles, this system is going to start off strong.

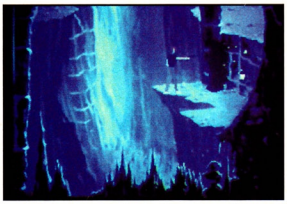
Out of This World startled players around the globe. Its terrific polygon graphics and intense plot line instantly drew gamers to it.

What better way to show off what the 3DO can do, then by revamping one of the most amazing titles for a home system!

The plot of Out of This World starts out fairly simple. During a freak experiment, our hero is teleported to a strange alien world. From start to finish, you must avoid almost certain doom by using both your mind and quick reflexes to survive.

The 3DO version of Out of This World is surprisingly beautiful. All the adventure and danger from before is here, and looking even better than ever. The polygons are now textured, and the backgrounds are simply stunning. Even the animation and sound are unbelievable.

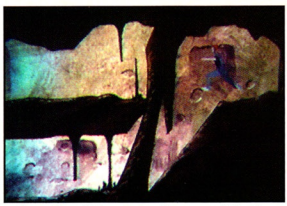
This is a great start for the 3D0. If any game should bring players to a system, this is one of the best choices. Out of This World is going to be one hot title this fall.



By charging up your gun, you can easily blast through walls and doors.



Take out the vicious guards who hunt you down, wherever you may go.



Search out the caves for an exit to the upperworld. Beware of falling rocks.



NEXT WAVE

Tradewest

Fun & Games

SNES/Genesis	Edutainment

For a simple way to relax from all the fighting carts and shooters out there, try Fun & Games. For both the Super Nintendo and the Genesis, Fun & Games offers a number of inspiring levels that will bring out the artist in you.

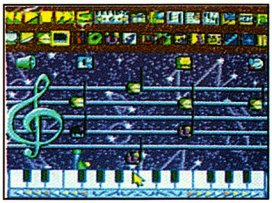
Fun & Games contains a drawing program, a music system, and much more. Other games include a "dress-up" of a cartoon character, and a lightning fast action game, for something a little more intense.

As a point of interest, this game was awarded the Good Housekeeping Award. The first ever for a video game. It's a real honor.

Fun & Games is an entertaining cart, no matter which way you look at it. It's an inexpensive way to exercise your creative skills.



Test your fashion sense by adorning the character with various clothes.



How musical are you? With Fun & Games, you can find out.



With a little talent and practice, you can draw nearly anything you want.

Electrobrain

Asterix the Gaul

Super NES	Action

Asterix the Gaul, a popular character in Europe, is finally making his way here to the States. Try to save your land from the might of the Romans. Use your sword and special icons to get through the many levels. This game looks just like a cartoon. If you like action, Asterix the Gaul offers plenty.



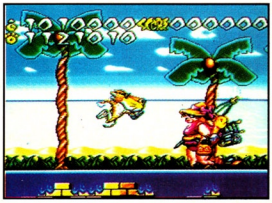
Brave hazards and terrible Roman Centurions throughout the game.

Kaneko

Chester Cheetah 2

Super NES	Action

Chester returns in a Wild Wild Quest. Chester Cheetah must travel to Hip City. Along the way he'll visit such famous locales, as Little Socks, Arkansas and Un-Clearwater, Florida.





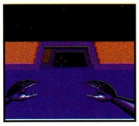
NEXT WAVE

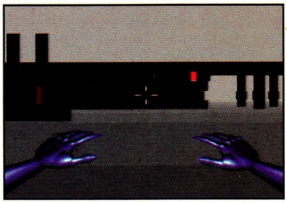
T*HQ

Lawnmower Man

Super NES	Action







Quickly fly through cyberspace to get to the exit marker.

Lawnmower Man is coming out for the Super NES, compliments of T*HQ. Play as either the scientist, or the young boy, and battle the government agents, the runaway apes and the Lawnmower Man himself.

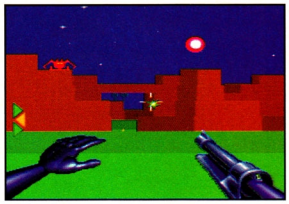
The action is divided up between action sequences in the real world, and trips to cyberspace. In cyberspace the Lawnmower Man has set up traps to destroy you. He even has awakened inanimate objects in the real world, like gas pumps to kill you.

This is by far one of the most impressive games by T*HQ. The cyberspace scenes are intense.

If you ever wanted to live out the movie, this is as close as you're going to get. Lawnmower Man has enough action for any player.



The gas pumps have gone insane! Watch out for their fire—it's lethal.



Blast the computer viruses deep within the computer matrix.

T*HQ

Total Carnage

Super NES	Action





Akboob will give the media his reply, and the computers will translate it.

The relentless fury of the arcade hit comes home to the Super NES. Total Carnage sticks close to the coin-op with very little changed.

You and an optional friend must save a small country from the tyrannical grip of a madman. The game play is similar to Smash TV, and you acquire many of the same icons.

The Super NES version has all the cinema displays from the arcade, and it even retains all of the voices. The sounds are impressive, too.

Total Carnage is an all-out war that uses the Super NES's capabilities to the max. Will you be tough enough to destroy Akboob?



After The War Of 1999, Reporters Swarmed Into The War Zone...



Save the hostages, and collect the ammunition—you'll need it!



You'll be swarmed by countless enemies. It's incredibly hard to survive.



Land mines and splatter zones will make your life miserable. The slime is alive!



Blow Orcus apart piece by piece until he dies. It's the only way out!

NEXT WAVE

Interplay

The Lost Vikings

Genesis	Action/Puzzle

One of the most popular Super NES carts, The Lost Vikings is now on its way to the Genesis. This is yet another game that's out for both systems.

In The Lost Vikings, play as three vikings, Olaf, Baleog, and Erik. Each one has a special skill that he can use to get out of trouble. Be it jumping, defense, or offense, there's a way through any puzzle.

They'll need these skills, as all three have been sucked up into a UFO. The game curtails the struggle of these three brave souls, as they try to get back home.

The Lost Vikings has always been a good game, and the Genesis version is nearly an exact replica of the one for the Super NES. This is just one of those games that grows on you. A decent cart for puzzle fans.



What would you do if you were a viking sent to a bizarre place?



You can use the items that you find in the levels. Most can heal you.



Use each viking's skills accordingly to each problem you encounter.

Sega

Star Trek: TNG

Genesis	Action/RPG

Sign aboard the Enterprise, and explore the universe. Control every aspect of a working star ship, and travel to the strange planets. There are over 2000 worlds to find.

Your overall quest is to piece together the Trinity Puzzle, and along the way you'll meet with Romulans and Ferengi. Wow!



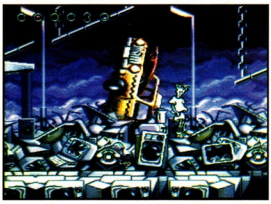
Interact with all sorts of beings from around the known galaxy.

Kaneko

Fido Dido

Super NES	Action

Fido Dido is a black and white cartoon character that turns whatever he touches into color. Why? I don't know, but it sure makes an entertaining game. Fido Dido is now for both the SNES and Genesis.



YIELD TO RODENT

He's a hairball on wheels. A rodent with an attitude. A head-on collision with what's happening. Catch ***Rocky Rodent*** *at your local video game store—if you can move that fast.*

IREM AMERICA CORP

NEXT WAVE

Acclaim

Quarterback Club

Super NES/Genesis	Sports

Acclaim, besides making some great licensed games, is trying to get into the sports market. Quarterback Club's an interesting new football game that has many cool features.

Now you can match up your quarterbacks and see their skills. You also get the perspective of being the quarterback as well.

The Super NES and the Genesis are both pretty good. This game's an interesting twist on the now common theme. Are you good enough to join the QB Club?



Move down the field as fast as you can. The goal is in sight!



You have a large playbook from which to call your plays.



One unique option is the ability to compare your quarterbacks.

Bullet-Proof Software

Wicked 18

Super NES	Sports

Think you're good enough that you've mastered all the golf games out there? Think again!

Bullet-Proof Software's latest creation is a golf game that will not only test your skill, but your endurance as well. Wicked 18 is just that. Eighteen holes of shear madness. No golf course has ever had obstacles this tough. Trees, rocks, and the ever dreaded sandtrap can be found.

Wicked 18 surpasses most golf games by simply making it fun to play. The challenge level is there, but it doesn't get frustrating.

Wicked 18 is a wonderful game of golf. If it's nasty traps, and colorful graphics you are looking for, this game is for you. Bullet-Proof has done it again.



Check out an aerial bird's eye view of the spectacular courses. Totally radical!



If you screw up, a pretty young girl will give you some helpful advice.

TecMagik

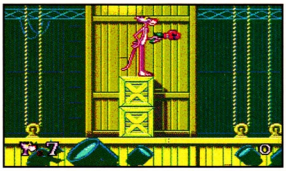
Pink Goes to Hollywood

Genesis	Action

The famed Pink Panther has struck fame once again. After wreaking havoc in a hollywood movie set, Inspector Clouseau begins to hunt him down.

As the Pink Panther, you must cover 12 different movie sets, from Pinkenstein's Lab, to the elaborate Amazon Pink. To help you, you are armed with bowling balls and the ability to spring trap doors.

As you can probably tell by the pictures, the graphics look just like the animation. Don't forget the classic song. You'll find it here, too! If you want to be a cool cat, and want to be a little weird...take a trip to Hollywood!





Visit a haunted movie set. Trees, bats, and spooked sheets will attack you.



Clouseau thinks he's Robin Hood. Better avoid him and his arrows.



Monkeys will chuck coconuts at you. Run by them, or get hit.

NEXT WAVE

U.S. Gold

Flashback

Super NES	Action

It wasn't your fault. You stumbled upon an alien plot to enslave the Earth. What else could you do, but try to save your home planet?

Flashback is the adventure of trying to stop an invasion of alien forces on an unsuspecting populace.

You start off in a jungle, unaware of who you are, or how you got there. Along the way, you'll find clues as to who you are, and how to stop the alien forces. Your investigations will take you to the deadliest places around. With scenes like a killer game show, and a neo-topian city, you are bound to find adventure.

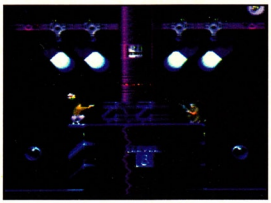
For those who were astounded by Out of This World, and mangled by Flashback for the Genesis, this cart will be a sure pleaser, especially if you don't have the Genesis version.



Start off in the jungle with little or no memory of who you are.



Aliens are everywhere. Can you foil their insidious plot in time?



Play in a game show of death. Better lock and load, or you'll fry.

Code Masters

Cosmic Spacehead

Genesis	Action

Based on Linus Spacehead for NES, Cosmic Spacehead is an improvement over the original.

As before, you must find a way to travel through outerspace, and find out if "Earth," the legendary planet, really exists. This game combines action with role-playing elements to make an interesting cart.



Find a way to get into the demolition derby. Try to make a license.

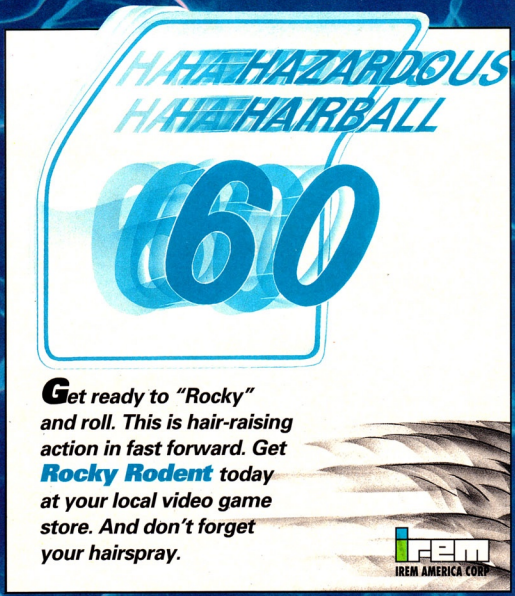
Kaneko

Socks the Cat

Super NES	Action

The President's pussy cat is now in his own Super NES cart. Play as Socks the Cat as he makes mischief with the C.I.A. agents, and even Chelsea. You'll have a hairball laughing over all the antics.





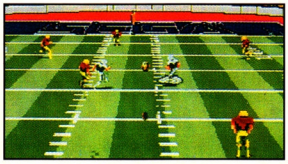
NEXT WAVE

Sega

College Football Nat. Champ.

Genesis	Sports

Sega has an all-new football cart lined up. Play as one of 32 teams in all the games including the 5 major bowl games. Realistic digitized cinemas and unique perspectives will thrill you. This one looks hot!



Acclaim

Champions World Class Soccer

Super NES	Sports

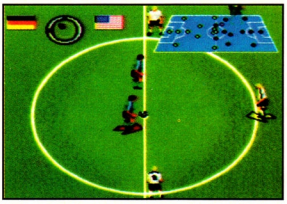
Acclaim has set out to create a brand new soccer game. Pushing the technical threshold of the Super NES back, Champions World Class Soccer looks very impressive.

To give you complete control, a large number of realistic moves are at your disposal. Like in the real game, you head, knee, or even flip kick the ball. Everything is at your fingertips.

Using above average graphics, and a different visual perspective, Champions World Class Soccer tries to stand out above the crowd. If you have a passion for the high speed thrill of Soccer, then Acclaim's Champions World Class Soccer should appeal to you. This stands out as one of the better Soccer attempts on the market.

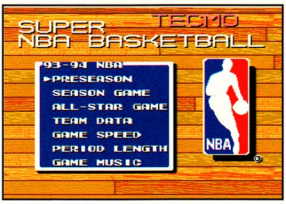


There are plenty of teams to choose from in this realistic soccer cart.



Teamwork is what counts, so pass the ball around to confuse the opponents.





Super NBA Basketball offers a variety of options to customize the game.



Prepare for the tip-off. If you can score first, you will have better momentum.

Tecmo

Super NBA Basketball

Genesis	Sports

Tecmo, known for their great sports games for the NES, is introducing yet another title to their increasing lineup of sports-related titles. The latest, Super NBA Basketball, is as realistic as you can get.

Your Genesis will rock as you choose one of many teams. What's nice about this cart is the fact that you have so many options. Play an All-star game, or play a regular season. You can switch around your players, each a real person from a real team.

This is one basketball game that sports fans must have. The look and feel is just like being at a real game. It's a basketball fan's dream.



It all begins with the tip-off. Try to get the ball first to gain the advantage.



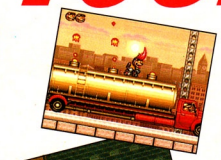


Try to set your players up for a basket. It's a simple but effective strategy.



Slam Dunk! If you are lucky, you'll get a terrific cinema display.

GO HAIRWIRE WITH YOUR SNES







He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for Rocky Rodent!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

IREM AMERICA CORP
8335 154th Avenue N.E.
Redmond, WA 98052
FAX (206) 883-8038

©1993 Irem. Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

TM

NEXT WAVE

Electronic Arts

Twisted

3DO	Puzzle

Twisted is a game like no other. One of the first games for the upcoming 3DO, by Electronic Arts, this cool game is actually a number of games on one CD.

Most of the games are of the mix and match variety. You have to flip, slide, or turn around pieces of the "video puzzle" to make a complete picture. Just by looking at the pics below, you can see that this game has a bizarre sense of humor.

If you want something a little different, Twisted is really warped.



See how fast you can mix and match the faces of the people.



Another fun game allows you to flip and slide pieces of a puzzle.



Choose your game, and have a ball doing it. Only on 3DO!

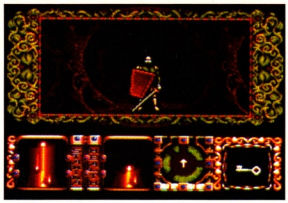
Bullet-Proof Software

Obitus

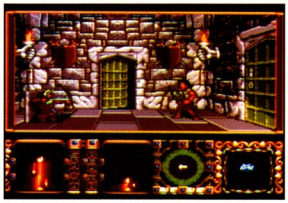
Super NES	RPG

Deep within the four realms of Obitus reside the gems that can return you back to your own time frame. Each realm is a world within itself. And far below the sun's light are the accursed catacombs, where the most foul beasts dwell.

Obitus is a long and gripping role-playing game. As you search for the four gems that can return you home, you will meet up with dozens of characters. Some will give you help, and others death. In a world plagued by evil, you must be careful. The majority of the game is played out through a first-person perspective, and an easy to learn interface gives you a large selection of magic and weapons to use. To survive Obitus, you must be wary, lest you stay there forever...



A knight from an evil order challenges you to combat. Only one will survive.



Evil lurks within the dank corridors of the dungeon, ready to strike you down.

Atari

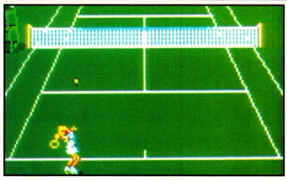
Jimmy Connors Tennis

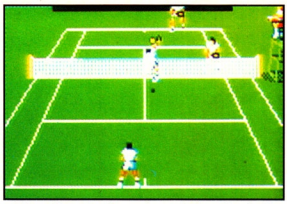
Lynx	Sports

Just when you thought you'd seen the last Atari Lynx cartridge, here comes a new tennis game. Jimmy Connors Tennis has all the fun and flair you would expect from a Lynx game.

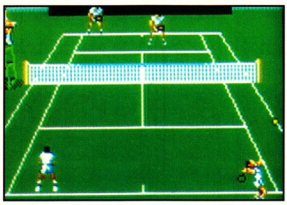
Jimmy Connors Tennis offers you a wide selection of serves, lobs and returns. If you want a tennis game that has a lot of options, this is it. Using the special capabilities of the Lynx, you can expect there to be some scaling of the ball here.

Hopefully this won't be the last in the line of Lynx carts. This game is appealing, especially to sports fans. Lynx owners...keep waiting.

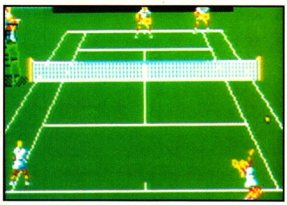




Play close to the net, and slam the ball down when it comes your way.



Play a game of doubles to really get in on the action. It's competitive fun!



The serve is the most important part of the game—don't screw it up.

NEXT WAVE

Electronic Arts

Shockwave

3DO	Shooter

When the Earth is in danger, you are there to protect it. With your lightning fast ship you will be able to stop nearly any opponent in your path.

Shockwave is more of a flight sim than a shooter. You have control over where you fly and where you shoot. Select your guns and missiles, then head off to the danger zones.

Shockwave is an impressive way to show off the capabilities of the 3DO. The textured backgrounds are very well done, and the scaling is realistic. Another feature of note are the amazing cinema displays. These are ultra-realistic, and the voice is (of course) CD quality.

This is one of the games that should be out around the 3DO's release, and one you should see.



The debriefing scenes will inform you as to what your objective is.



High above the Earth, a ship looms ominously overhead.

Tengen

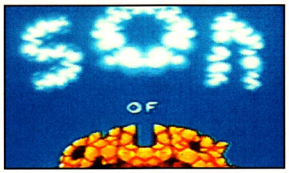
Son of Chuck

Game Gear	Action

Like father, like son. The caveman hero, Chuck Rock, is the proud father of a bouncing baby boy. Unfortunately Chuck has been captured by some prehistoric baddies, and it's up to his infant son to save him.

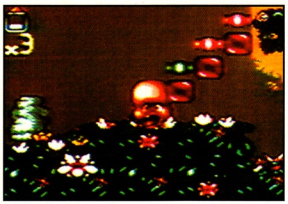
Son of Chuck must travel through a stone age world, filled with danger. Despite the trouble you will face, there is a great deal of lightheartedness to this cart. In fact, you'll probably laugh out loud while playing it.

Son of Chuck is just like the Genesis version, with only a few cosmetic differences. This is an ideal game for on-the-go travel. The Game Gear goes prehistoric!

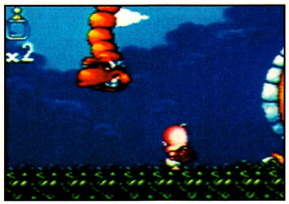




Club the monkeys out of the trees. Show'em who's the higher life-form.



Hilarious death sequences occur each time you sustain too many hits.



Huge dinosaur Bosses await you at the end of each of the many levels.

Electronic Arts

Peter Pan

3DO	Edutainment

Keeping in the lines of multi-media, Electronic Arts has designed Peter Pan for the 3DO. Taking advantage of the 3DO's advanced capabilities, this game comes off as an interactive and enjoyable cartoon.

By taking some creative freedom with the classic tale, we are able to see Never Never Land as never before. Join Peter Pan, the boy who'll never grow up, as he takes on the dreaded Captain Hook!

This is yet another game in the growing library of 3DO games.



Captain Hook and Peter Pan battle it out in graphically detailed cinemas.



With animations like this, younger players will be entertained for hours.



If you make the wrong choices, Captain Hook will win.

NEXT WAVE

Interplay

Battlechess 3DO

3DO	Strategy

Battlechess has been a favorite for computer players for years, and now an all-new updated version has been made just for the 3DO.

This very well animated chess game has battle scenes between moves, showing the outcome of your actions. It's cool to see pawns, rooks, and bishops battling it out. Still, the queen is all-powerful.

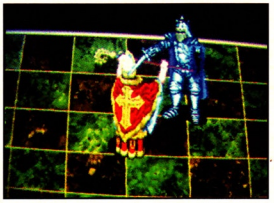
As you can see from the pictures below the graphics are top-notch. If you like chess, this game'll not only test your skill, but make you laugh!



Select the level of difficulty of your computer opponent.



Plan out your strategy, otherwise the computer will slaughter you.



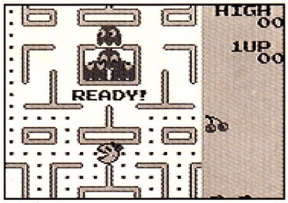
Watch the battles scenes between the playing pieces to see the results.

Namco

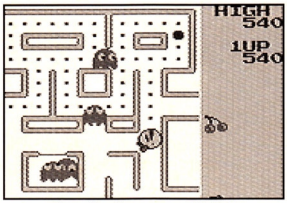
Ms. Pac Man

GameBoy	Action

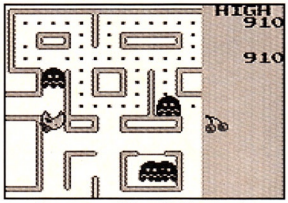
Old classics never die, they just go to the GameBoy. Relive all your favorite memories with this terrific adaption from the good ol' coin-op. It even has all the old cinemas, like how she met Pac Man. Overall, it's a terrific classic reborn.



Plan your route so that you'll be able to avoid the ghosts. It's a classic.



Race for the power pill. Eat the ghosts or they'll eat you!



Once you eat the pill, the ghosts become vulnerable to your jaws.

Sony Imagesoft

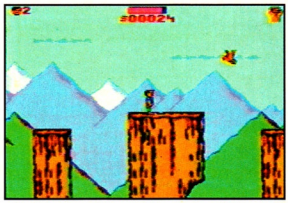
Cliffhanger

Game Gear	Action

If you ever wanted to live out the action-packed scenes from Sylvester Stallone's latest film, you now can, and it's portable. The graphics are very crisp and clear for the Game Gear, plus the multifaceted game play is refreshing.

When a couple of suitcases filled with an obscene amount of money is lost in a mountain range, it soon becomes apparent that you must collect it. Unfortunately, there are some ruthless criminals out to get the money as well. Not only must you brave avalanches, bottomless pits, and wild animals, but some majorly bad dudes as well.

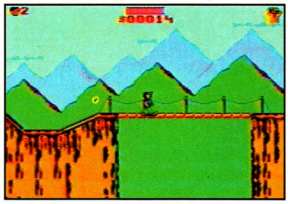




Watch your step, or the eagle will knock you right off of the cliff.



Take the high road or the low road. Both are very dangerous routes.



Just beyond the bridge lies the fire, which is your checkpoint.

NEXT WAVE

Sony Imagesoft

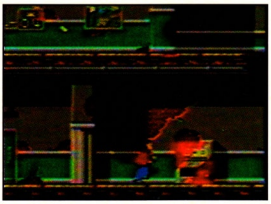
Last Action Hero

Game Gear	Action

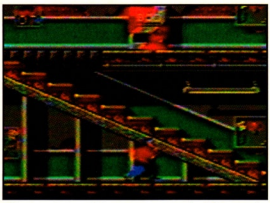
You are Jack Slater, a one-man-army direct from the movies. Because of a strange Magic Ticket, you are freed from the boundaries of the movie world. Unfortunately, so are some of your worst enemies.

That's the premise behind Last Action Hero. This portable adventure is just like its big brother on the Genesis. Fight through scenes from the movie, like the ravaged school. Like the name suggests, there is a lot of action. You have special moves in which to deal with your foes.

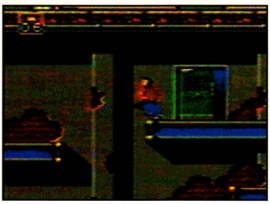
If you liked the movie, Last Action Hero is sure to turn your head. Its graphics are top-notch, and the action just won't quit. Last Action Hero should satisfy anyone's thirst for destruction. Besides, where else can you see a school on fire?



The school is crumbling down around you. Run right through.



Keep on working your way to the roof. That is where your enemy waits.



Watch your steps. One wrong move, and you'll fall all the way down.

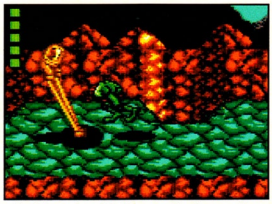
Tradewest

Battletoads

Game Gear	Action

The Battletoads go portable on the Game Gear! Embark against the Dark Queen with Zits, Pimple and Rash.

Use a variety of spectacular moves to deal with the many foes. Ride the hover cars and the twisting snakes. If you've ever wanted to be a toad....this is for you.



Butt heads with the nastiest enemies you'll ever see on the Game Gear.

Arena

RoboCop 3

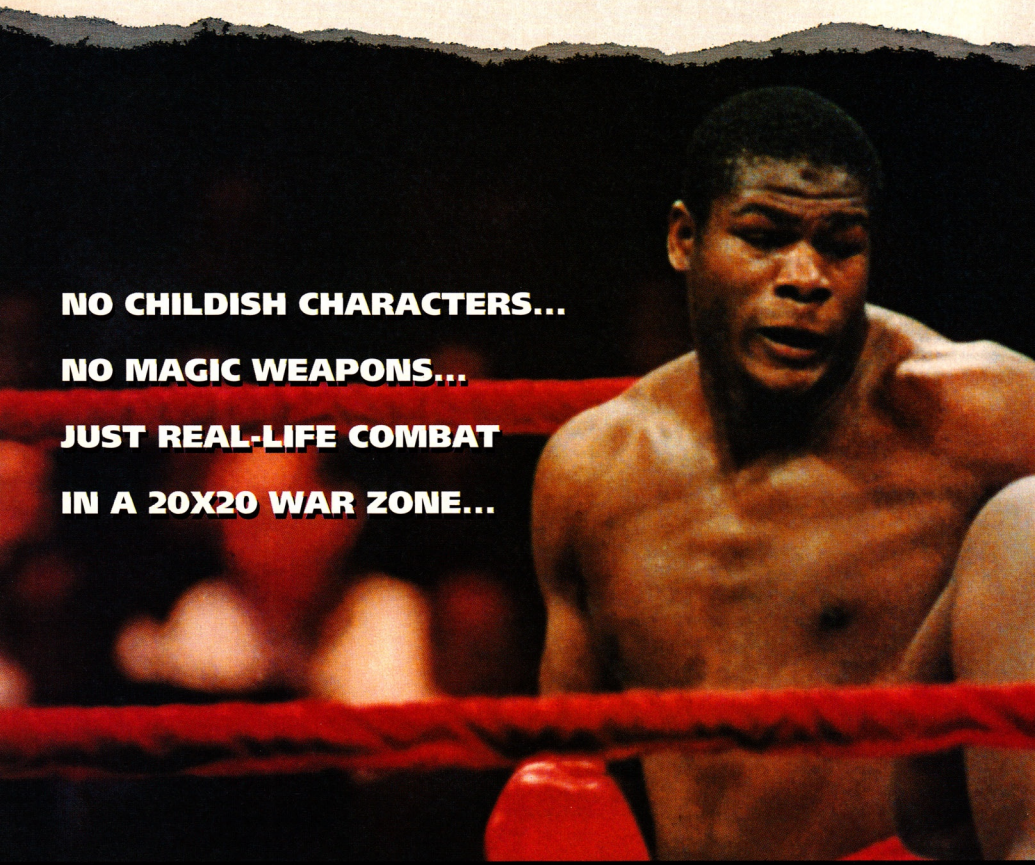
Game Gear	Action

Take out the criminals with your smoking pistol. You are RoboCop, a unique police officer. In this sized-down version, try to save Detroit from a ruthless corporation. High speed action for the Game Gear.



WHEN YOU'RE TIRED OF FIGHTING IN THE STREETS...

STEP INTO



If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

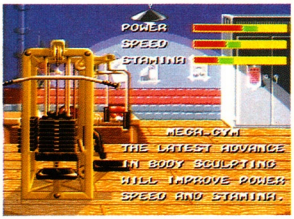
THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.



After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

SUPER NINTENDO ENTERTAINMENT SYSTEM

ALSO AVAILABLE ON GAME BOY

COMING IN DECEMBER FOR GAME GEAR™

RIDDICK BOWE BOXING

- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

Extreme ENTERTAINMENT GROUP

2755 Campus Drive, Suite 130 • San Mateo, CA 94403 • Tel: 415 525-3000

© Extreme Entertainment Group, Inc . Sega, Sega Game Gear, Sega CD and Genesis are trademarks of Sega Enterprises Ltd. Nintendo, Super Nintendo Entertainment System and Game Boy are registered trademarks of Nintendo of America, Inc.

SPECIAL FEATURE!



The Super Sonic Blue Warrior is Back and Ready To Take On All!

Ever since the debut of Sonic, people have adored this fast, spiny character that brought a whole new face to the shelf of video gaming.

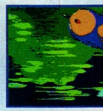
Since then, he has made an unparalleled sequel, and two Game Gear debuts that, while shrunk down to 8-Bit, remained just as good as the 16-Bit versions! So now where is the blurred wonder going?

EGM invites you to take a look at the future of Sonic. Here we present to you a four page blow-out on Sonic CD (the best version of Sonic to date), Sonic Spinball (adding a whole new twist to the existing Sonic titles), and Sonic Chaos (where you can play as either Sonic or Tails and are out to get the red Chaos Emerald from Dr. Robotnik!)

Also, by the time you are reading this, there will be an animated cartoon starring the blue warrior as well as many other promotional items like Sonic Soda (a Coca Cola product, not the Japanese drink), clothing, an action figure lineup, and so on!

What can we say? Sonic Mania is getting bigger and bigger—I can't wait for the future!





You've read it in EGM in the past, so now here's the rest of the scoop on this phenomenal title! Get ready for some truly intense levels that are twice as long as those in Sonic the Hedgehog 2! There are a whopping 70 levels when you take the time travel levels into consideration. Cinemas at the beginning and end of the game tell the whole story in graphic detail. Sonic's back and better than ever on CD!



What we have already seen so far. . .

Time Travel! Below are the same areas, different times!



Find the machine and destroy it for a good future!

The colors are fresh and attractive looking.

Polluted skies and technical terrors await in the future!

Palmtree Panic Zone



The latest in green hill fashion levels! Lots hidden!

Collision Chaos Zone

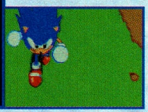


Filled with springs and pinball flippers, it's a trip!

Tidal Tempest Zone



Rising waters and Egyptian traps haunt you in here!















. . . and now, Get ready for this!

Quartz Quadrant ZONE



Plenty of beautiful backdrops line this cave system. There are conveyor belts that can change directions at your command, as well as plenty of tubes that lead left, right, up, down, sideways, counter clockwise up leftward, and everywhere else! Use the conveyor under the Boss to melt its base. Once you give Robotnik the hotfoot, then it's on to bigger and badder things!







Loops 'n More! Go Nuts!



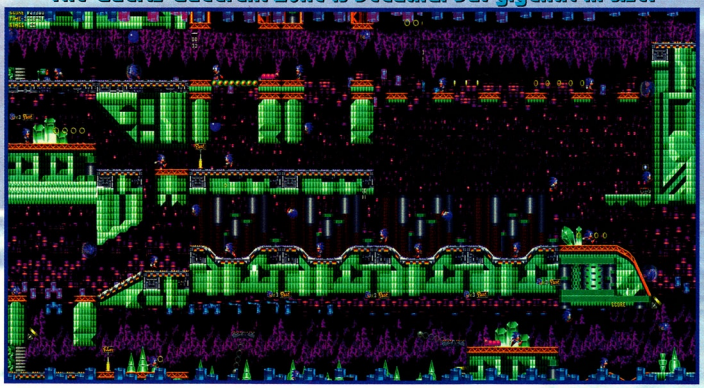
The loops are a great way to find hidden items, and for time traveling speed!



Some other goofy loops have doors that will seal after you exit.



The Quartz Quadrant Zone is beautiful but gigantic in size!



This is the beginning of QQ Zone 2. Don't be fooled by the simple terrain. Almost all of the floors are covered with conveyor belts that can be reversed. Just beyond this section is a large cavern that is lined with springs that you need to use to obtain special power-up items and 1-Ups!

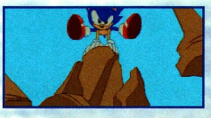
Quadrant Boss!



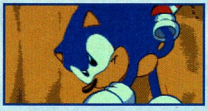
Run on the Treadmill to melt the bottom of Robotnik's machine via friction!

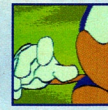








Wacky Workbench ZONE



Enter a gigantic garage filled with energy coils that will shock you to death! There are also freezer jets embedded on the bottom of some walls that will turn you into a block of ice! To also add to the fun, there is a weird floor that repels objects off of it, essentially sending you flying to the ceiling, where the whole mess of energy coils and enemies lie! Ouch!

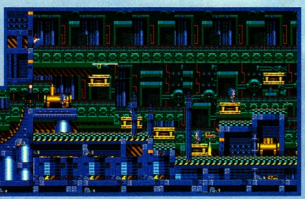








Enter this room and you will be propelled to the ceiling tops!



Loops in this area are awkwardly placed.

Face Dr. Robotnik in the Wacky Workbench Zone!



Start off by hitting him once—he will rise into the air. So what do you do now? Yipe!

The ceiling will crumble apart and chunks will fall. Jump on them and you'll soar up high.





Climb higher and higher until you get to the ceiling where Robotnik lies waiting.

Energized Hedgehogs!



This whole level is filled with metal coils and other energy conductors!





Gravity control floors!



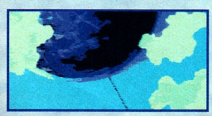
This floor has such a powerful reaction that it can propel you to the ceiling.

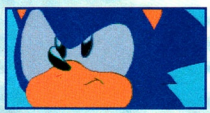
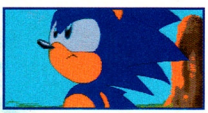
Get your fresh frozen Hogcicles!



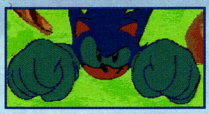


These are jets that will freeze you into a solid block of ice!







Stardust Speedway ZONE



Definitely one of the most bizarre levels in the game. The motif behind this one is of a giant brass wind instrument. Be aware of the many hundreds of tubes scattered about the level, along with rocket powered gun-like things that send you flying! Expect to go faster than you ever have before in any other Sonic game ever! This is truly one level that can give you motion sickness!

Truly trippy things that you can do in this zone!





These panels will let you switch between the foreground and the background plane to travel through on.



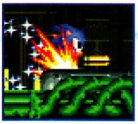






Loops galore! There are many tunnels that will send you flying all over!





These in-ground devices serve as propelling guns that send you through the entire level at lightning speed!





If you find these spring guns, they will lock you into a specific destination and fire you far into the distance!



Spotlight effects enhance the looks of this level!

The Race of Death with the Deadly Mecha Sonic!



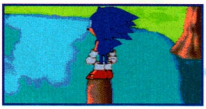
Try to outrun Mecha Sonic! Don't lag too far behind—Robotnik is right on your tail!

Watch out for Mecha's bodily energy shield which he uses to smash tough spike linings!





Try to reach the end of the level before Mecha, so that he will smash against the wall!










Metallic Madness ZONE



Enter the final zone, where cylinders rise and fall, ready to crunch you—all the badniks have weapons and all kinds of other defenses! Spikes are lined up all over the place. Also, turbo tubes are in the walls so that you have no idea where to go! Also watch out for the laser that can zap you down into an itsy-bitsy little Sonic that can fit in small crevices and many other places!







The High-Tech Terrors of the Metallic Madness!



A whole tube network maze is installed in the second zone. It's a real bugger!



The turbines are back from the original Sonic. Use these to get to higher areas!

Foreground to background switching fences!







OOHHH! How Cute! Widdle Hedgehogs!







There are rays in this structure that can shrink you down to a tiny blue critter!



These conveyors are a real pain for timing!



Enemies are now armed with plenty of items!

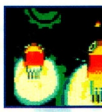


















The final battle of good and evil, enter the last Boss!

Robotnik will first come down and roll on the ground, trying to crush you.





After losing two wings, he will try to fire plates your way to slice you in two!



Here he is, but don't be fooled by his looks. For he is actually a breeze!



He'll eventually come down. Now give him another blow to his ship.



Finally, he'll come down on you like a pogo stick. Give him the final blow!

What other wonders does this Super CD title support?

Try to capture all of the Time Stones!













Change the future!?! Of course you can!



Go into the past to find and destroy this device—all enemies will die, and the future will change to a utopia!



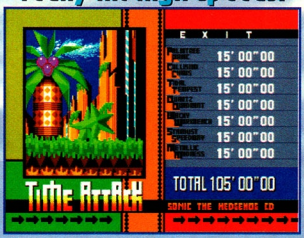


The Normal Future is a grim place with pollution and broken technology.



You can make the Good Future a happy one with plenty of beautiful music and joy!

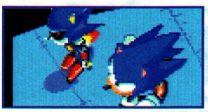
The Time Attack will really hit high speeds!



The Time Attack zones are only accessible for the levels that you have completed. Yes, that can be a real pain in the royal keister, but its purpose is for practicing the levels that you are having trouble getting through!

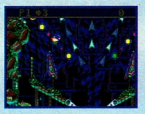
















The Chaos Emeralds...



In order to escape from this treacherous level, you must find the three Chaos Emeralds to reach the Boss!

Bonus Stages Galore!



In the bonus stages, you will find that you are Sonic at a pinball machine. The object is to free your captured friends!



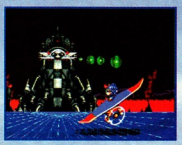
It is tough to get back there and smash open all the glass jars!



Robotnik is always in the way of your ball.



Hey! All the characters are straight out of the comic book!






Now, get ready for a new kind of Hedgehog adventure—Spinball! This time around, Sonic must face four nasty levels in a pinball style fashion in order to save the island from Robotnik's clutches!

This time around, Sonic was programmed in the U.S. of A., by American programmers. This cart is filled with all kinds of kooky animations and cool stunts that we've come to expect from a Sonic cart. Also, there is a pinball bonus game that allows you to free your trapped friends that are from the comic book stories. Definitely the best from Sega of America!

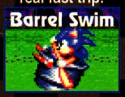
Sonic and all his kooky animations!



Power-up for a real fast trip!



Swing Sonic to safety!



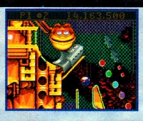
Row, row, row your barrel...



This is just like a rollercoaster!



SONIC THE HEDGEHOG SPINBALL

















BOSS 1 - MECHA SPIDER!

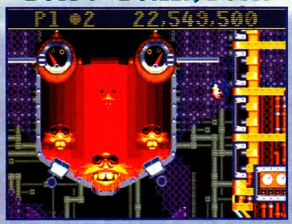


This Boss can't really kill you, but it does take quite a few hits in order to defeat him. The key is to get between his tail and his body so that you can keep rebounding off of him for multiple hits!

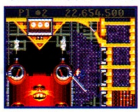



This guy drips acid, but don't be scared, it won't hurt you. It just pushes you.

BOSS 1 - BOILER BOSS!



This is quite an odd Boss. Contained within the huge boiler are the many faces of Robotnik, and the key for defeating this foe is to let him cool down—literally! Hit the switches to turn on the frost and freeze that adversary!




It's not very nice here, because one slip, and it's into the magma pit with you!

Perform specific actions to get to the Chaos Emeralds, like draining this one of the slime covering it so you won't die.





The other switches have to be activated by pulling two switches. This will raise a bridge, giving you access.




There are two ways to reach the Boss: through the drums or by blasting a door.





These pressure cookers will overload and fling you into heaven knows where! Be careful!



These bells are only here for points. It's best to avoid them because they will trap you inside!









Toxic Waste Zone

This zone can be best described as a tutorial. If you manage to die in this zone, then you really do stink! You can attempt to rescue yourself from danger.



Lava Powerhouse Zone

Here, it won't be as easy to escape from dangers as it was in the last level. Fire pits of lava will scorch you and wind pipes will push you into inevitable death!







Sonic to the Rescue!

Sonic is basically the "hard" mode. He starts off with no continues and only three lives. Ouch!

Rocket shoes for the pros!



Pogo sticks away!





Way to go Tails!

Tails has it easy, with 5 lives, 5 continues, and the ability to fly about the screen any time with his tails. He's cool!

A spin dash like Sonic's!



Use his tails to fly all over!





The hog with an attitude is back once again on the Game Gear for the third time. What an adventure this one is going to be! First off, you can either play as Sonic or Tails. The difference being that using Sonic is the "Hard" mode. Tails is the "Easy" mode—having continues, more lives, and the ability to fly about the screen! However, Tails cannot enter the bonus stages to rescue the Chaos emeralds, which is crucial in order to beat the game, for Robotnik has stolen the red emerald!

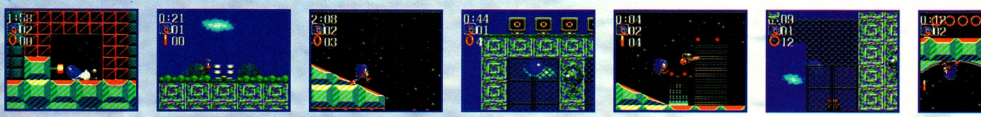
You will be simply amazed at what this cart has packed in—six stages that are filled with tons of hidden surprises as well as some neat tricks. Hey, even the Sonic 2 Genesis version Corkscrew effect is present!

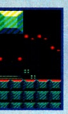
The stages follow in the footsteps of Sonic 2, being very diverse and filled with loads of hidden surprises and power-ups. The Bosses are also challenging and, for once, not just Robotnik in some goofy machine. They are now specialized high-tech terrors that may appear harmless enough, but are really quite deadly!

As we have stated before, the graphics are simply incredible, and the speed is twice as fast as the previous versions of Sonic for the Game Gear. The only flaw that could have made a nice feature is the absence of a two-player option using the link-up cord, each player having his/her own view of the action. Put that aside, and you have one phenomenal title!

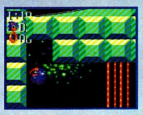
Enter the Turquoise Hill Zone 1!













Turquoise Hill zone

Once again, the Green Hill zone is reborn! Filled with twisting loops and the ever-popular corkscrew effect, you will dash about the place, finding hidden items galore! Be careful of the Boss, he may seem harmless, but. . .





Pass under structures high above for an easier road to the end.

But if you take the higher roads, you will find all kinds of goodies!



Boss 1 - Giant Lady Bug!



This guy rolls about the ground back and forth. It may seem stupid, but it is tough!

Gigapolis zone

This technological stage is similar to the Starlight Zone in the original Sonic. This one does add some new twists, like a slanted metal surface that you need to race across at the highest speeds or you will tumble off!



Tubes and secret passages exist, leading to more areas of play!



A new slanted surface will make you tumble off if you're not at max speed!

Should you look in the right places, you will come across cool items.

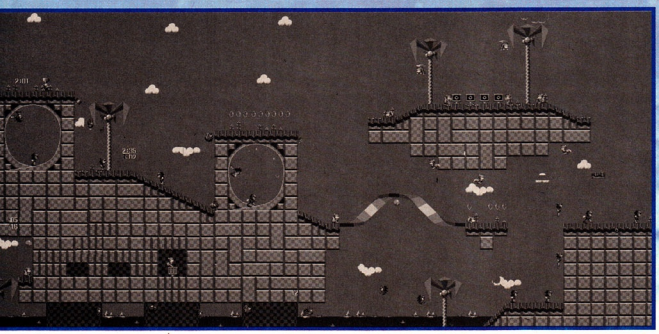




These little buggers are armed with BIG guns!



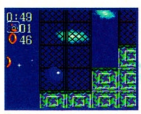
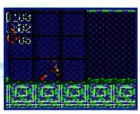
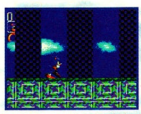
Foreground and background objects play havoc with your eyes!



Boss 2 - The Bead Worm!



To the defeat this huge worm-like Boss, dodge the sections of his body which fly toward you and hit him in the head.

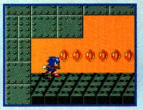
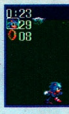









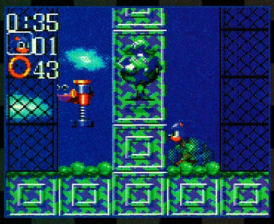




Sleeping Egg zone

Now here's a kooky zone where you can actually bust through the walls, ceilings and floors! Also, this is where the pogo stick first appears, which allows you to find all sorts of helpful power-ups. Use them throughout your journey.



Filled with breakable walls and enemies, this level proves that... well... it can still be hell trying to find an exit to this place!

Pogo up to more goodies!




Use the pogo stick to reach higher levels where power-ups lay waiting for you!

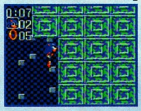
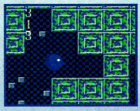


When you manage to find items, be sure to check for guards!



Look in the highest places to find some of the more useful items.

Break away wall blocks!

The Blocks in this level can be broken down to find new areas to explore!

Boss 3 - Bouncy Robot!



This robotic rep of Robotnik bounces around while trying to gun you down!

Mecha Green Hill zone

This is definitely one level that will make you scream "cheap" at the top of your lungs! The slanted surfaces are back. If you don't run, you'll slip off and tumble to certain death! There are also plenty of small platforms that float about, waiting for you to jump on them.

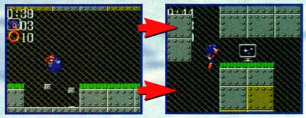


Being the hardest level of the game, you must be careful where you go and where you jump to—it could mean the end!

Hidden Rooms Galore!



There are secret entrances all over this level, but some may be traps too!

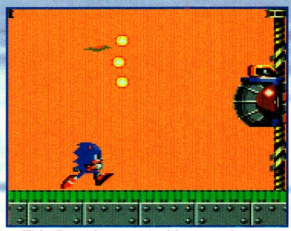


Lots of slanted edges!

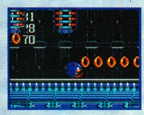
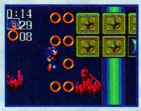
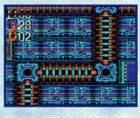


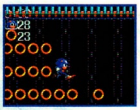
Get ready for a headache! These things will kill you off if you're not careful!

Boss 4 - The Tree Crawler

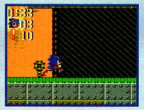


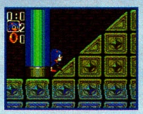
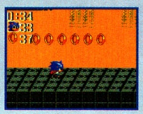
This Boss is armed with spread guns and powerful blasts of energy.





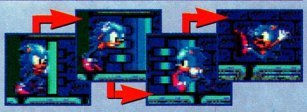





Aqua Planet zone

Where would a Sonic game be without a treacherous, dragging underwater sequence? While looking for items, you might encounter a door, that when opened, will pull you into the room via the water's current! Be careful when you're in here!



Don't forget to hit the surface of the water for a breath of fresh air, for if you linger too long, you're history!





The water has a nasty current that can pull you right into trouble!




Yes, besides the water, there are items outside and above the wet death!

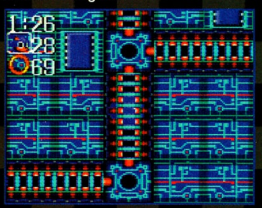
Boss 5 - Sphere-O-Bot



This Boss is a real pain, firing missiles and jumping around like a maniac!

Electric Egg zone

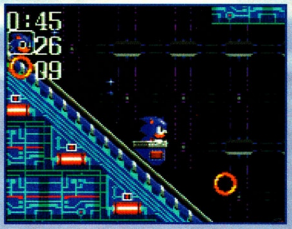
Enter the final level of the game! The whole stage is set up like a gigantic computer chip board. There are no enemies, just nasty pitfalls, plenty of lasers, and mine carts that propel you downward at high speeds! Plus, there is a mess of tubes that need to be worked through as well!



Toward the end, there is a tube maze that you need to navigate through in order to reach the final Boss!




Beware! The lasers mounted on the ceiling require timing in order to get past them!



These goofy mine cars will only take you down hill, and them dump you in a pit!

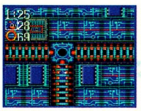
The Final Showdown With the evil Robotnik!

Here he is! Robotnik uses reflecting lasers, spread guns, and power blasts to try to destroy your life.

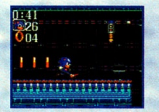




Watch out! After he's defeated in his walker form, he'll swoop at you in this craft. Just one hit will wipe him out!






PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

This is first-person, in-your-face, eyeball-to-eyeball, full-motion 3-D action like you've never experienced before.



TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN

JP in 3-D.

If the movie shook you, Jurassic Park for the Super NES will rip you apart.

ocean

Ocean of America, Inc.
1855 O'Toole Avenue
San Jose, CA 95131
408-954-0201

Nintendo, Super Nintendo Entertainment System and the Official Seals are registered

ENTURE OF ALL TIME...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.

PARK™

ENTERTAINMENT, INC.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

NOW AVAILABLE FOR
SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR
Nintendo®
AND GAME BOY

JP™

Official Nintendo Seal of Quality

trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

SPECIAL FEATURE!

ELITE

There's a new software company on the block and their name is Elite. If you have never heard of them, don't worry, you are probably not alone. Based in England, Elite is leading the way in FX Chip technology.

As you may or may not know, the FX Chip is a microprocessor which enables the Super NES to do some really funky stuff. You can see a good example of this technology in the StarFox cart.

Essentially, the chip allows for some great scaling and rotation effects and will add incredible depth to the overall game play of many different games. Benefitting most from this chip will be games where motion is critical. Games that involve racing cars or motorcycles, for example, will give the player a feeling of heightened realism.

Elite is in the process of developing such technology into two new games which may soon reach American shores.



Dirt Racers, which is in early development at press time, is another FX-based cart from Elite. Dirt Racers attempts to maintain the look and feel of real off-road racing.



Control of the vehicles is very realistic and includes the ability to countersteer.

The first of these games is called Powerslide. It is a racing game where you can race against either the computer or another player. You will be able to choose from different types of cars with different attributes such as handling, braking and acceleration. Courses will also be numerous as well as varied. Each course will have its own set of conditions such as difficulty and weather. The overall difficulty of each course will be determined by these factors. From what we have seen, the courses are not exactly a cakewalk!

As for the game play, Powerslide promises to be something of a groundbreaker. The FX Chip really does a great job handling everything that the game can throw at it. Your car's control is very good, and every turn must be carefully executed to prevent a wipeout! Just like real driving, you will have the ability to countersteer if you find yourself in a skid.



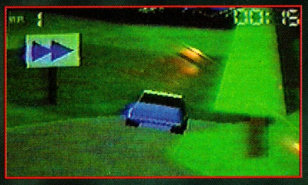
Your instruments will probably include a speedometer as well as a tachometer.



The FX chip will definitely have its work cut out for it in these new titles from Elite.

The back end of the car will really fishtail if you don't watch your cornering! It's all very realistic!

The graphics, although polygon-based, seem surprisingly good. They maintain their integrity even when things heat up on screen. The backgrounds, although not yet completely rendered, are fairly crisp and easily defined. Heck, you can even see the jiggle of your car's suspension as you rip around those tight corners!



The various tracks and surrounding terrains are surprisingly well detailed.



Watch out for the other guy, because Powerslide will be a two-player title!



Made for off-road use, the vehicle in Dirt Racers is suited well for its surroundings.

A possible shortfall of the two-player mode is what could happen to the game when two cars are far apart. Never fear, Elite has programmed a split-screen option which will kick in when the racers have become separated by a certain distance. The look and feel of Powerslide will then remain intact! Coooool!

Elite's second FX game is tentatively called Dirt Racers. This game is an off-road tour-de-force! Even though it's still in its infancy, Dirt Racers also looks to break new ground in FX technology.

The main action in Dirt Racers is going to be fast and furious with lots of tumbles and rolls. Apart from the difference in vehicle types, tracks and other racing conditions, Dirt Racers will definitely not be any less intense a cart.

Powerslide and Dirt Racers do share one thing in common—they will help push FX technology into the spotlight of the video gaming industry. What does this mean for the future of video gaming? Well, for one thing, the games will continue to become more and more realistic. Driving games will look more like driving simulators than driving video games. Also, there will be a whole new crop of video games popping up. Shooters will now have a whole new look, as will sports games, fighting carts and just about everything!

Elite is hopefully planning a whole slew of these "new generation" FX-based games for release in America. Based on the impending success of games like Powerslide and Dirt Racers, this will no doubt herald a new era in home video gaming.

As for Elite, look for them to release these two games sometime in the near future. If Powerslide and Dirt Racers are any indication of the shape of things to come, we're in for a hell of a ride!



Powerslide will give you the option of picking your own car type for each course.



Play against a computerized opponent or, if you're feeling lucky, a friend.



Each type of car will probably have its own special features like handling and braking.

BEHIND THE SCREENS...

EGM INTERVIEWS TREVOR WILLIAMS, DEVELOPER/ MANAGER of Elite's new Super NES FX2 chip games.

EGM: With regards to Powerslide, what did you plan to do differently with this game that hasn't been done already in all of the other racing carts?
TW: Our main goal was to make a real driving game. In this one the car behaves as an actual race car would. It can oversteer, understeer, slide around corners, etc. If you 'blip' the throttle you'll lose the back end in a turn! It's a true simulation. And that is why we didn't do another Formula 1 game. This one has a lot more variables built in and that makes it much more fun to play. One great feature is the different types of terrain. You can slide into an asphalt turn and if you don't do it right, you hit the mud and wipe out. It's a very demanding game!
EGM: With two-player games becoming popular, will you be able to make yours two-player or will it slow down the FX2 chip too much?
TW: With the added speed of the FX2 chip there will be very little slowdown in a two-player game. We'll pull a few polygons out of the car to make it even faster. As you can see, with our split-screen it still plays very fast.
EGM: How does your game compare with Sega's Virtua Racing?
TW: Virtua Racing is a very good game but again, it is Formula 1 and that is an 'easier' type of racing game. Ours will simulate every aspect of rally racing which has considerably more variables to it. Ours will really put a person's skills to the test.
EGM: How far along is this game and when will it come out? What about a U.S. release?
TW: This version is about 33% done. We expect it to be completed in spring and ship in England in the fall of 1994. A couple of U.S. companies are looking at it and you should see it also next fall.
EGM: Is anything special going to be built into the game?
TW: Here's an exclusive. We plan to add an extra car in the game. To get this special vehicle you have to beat it and then it will appear as an option. It will be faster, have better tires and just perform better.
EGM: What about cost? Will the FX2 chip make it an expensive game?
TW: We had to keep the game at 4-Meg to offset the FX2 chip price.

YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!


NEXT STOP... BART'S NIGHTMARE


BARTMAN TO THE RESCUE


EVER-DANGEROUS MOMTHRA


IT'S SMILING JOE FISSION


TEMPLE OF MAGGIE MAYHEM


ITCHY AND SCRATCHY HIJINX


READY... AIM... PLUNGER!


WHY YOU LITTLE...


GREAT BALLS OF FIRE!

GASP! ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!



FLYING EDGE
A Division of Acclaim Entertainment, Inc.

SEGA GENESIS 16-BIT CARTRIDGE

The Simpsons TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Flying Edge TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.


MATT GROENING

And you thought that being in the video game business was all fun and games? Ha! Obviously you don't work for Virgin Games! These folks have been busy little campers over the past year or so. The next few pages are just a few of Virgin's awesome new lineup getting ready to ship verrrry soon!

First is the awesome dual-platform release of Jungle Book for both the Super NES and the Genesis. These two carts really look beautiful! The character animations are so good, you'll think you're watching the hit movie!

Young Merlin is a magical journey with plenty of action to keep gamers of all ages busy for countless hours. You'll really enjoy the amusing things that happen to Young Merlin along the course of his Super NES adventure.

Dune II and Dune CD are also in the works for the Genesis and the Sega CD respectively. While Dune II is mostly a military strategy game, Dune CD is more like an interactive video adventure.

Dragon, a serious martial arts game, is also in the works. Based on last summer's movie, Dragon looks hot! You can use different moves and combos to finish off your opponents. To top it off, you can play with either one or two players! Cool!

Finally, there's RoboCop vs. the Terminator for Super NES. It's the ultimate match-up of two of the world's greatest mechanized warriors! This cart promises to make mince meat of the video gaming market! Way to go Virgin!!!



Virgin GAMES

JUNGLE BOOK FOR THE GENESIS







FOR THE SUPER NES







Get ready for the time of your life with Virgin's twin titles Jungle Book for the Super NES and the Genesis. Go on an adventure with all of your favorite Jungle Book characters and relive the fun you had watching the movie! Thanks to Virgin, owners of both platforms will have a great time swinging through the jungle! You can bet your bottom dollar that both of these games will be huge successes!

Young Merlin

Young Merlin is a magical adventure of a boy who will someday grow up to be the most powerful magician the world has ever known!

Follow Young Merlin on his epic quest through evil forests, dark caves and some of the weirdest looking creatures you have ever seen!



Collect various magic-enhancing items and follow the clues given to you along the way! You must unravel the mystery as you go along!







You'll go bonkers over the whimsical predicaments that Merlin gets himself into! Some of the enemies here are a real riot (especially in the forest) and will have you laughing the entire length of the game! Check out Virgin's Young Merlin and see just how much fun it can be being young for once! Coming soon for the Super NES.





DUNE II

Relive the magic of the hit movie *Dune* with Virgin's Dune II for the Genesis. You can take part in this interactive video adventure.

Use your military might as you attempt to put an end to tyranny against the Fremen. You can travel to different locations and gather information to help you in your quest. All of the military simulation that you yearn for is here for the asking. It's very complex and very rewarding!

You will be absolutely amazed at the awesome graphics complete with incredibly vivid cinema sequences. You have got to see 'em to believe 'em! The music and sounds are even top-notch! The challenge factor is high, too! This is not your little brother's video game.



If you were a fan of the movie and books, you will absolutely love this cart! Even die-hard fans of military simulators will find Dune II a more than challenging game.



If you have been waiting for Dune to come to the Genesis you will be happy that you waited. The Genesis has never looked so good! Ready yourself for Dune II on the Genesis from the masterminds at Virgin.

DUNE CD

OK Sega CD owners! You didn't think for one minute that you'd be left out in the cold, did you? No way! It's Dune CD and this is a real trip!

Use your menus to talk to people and extract information about the mystery which you must work to unfold.

The Sega CD has never looked better. When you travel from place to place in your air vehicle, the CD special effects will make you air sick! It's that cool! Also, because of the CD quality audio, you get real music and real voices! None of that digitized stuff for you, no sir!

To really put the icing on the cake, this is not a quick run through the park! This is a long, difficult and very engrossing game. As a matter of fact, once you start playing and gather your information, the plot will keep you engrossed for many hours of playing time!



Once again, if you like the books and the movie, Virgin has you covered!





This is about as close to true interactive entertainment as you can get! Remember, make haste to check out Dune CD for the Sega CD! You can thank us later!



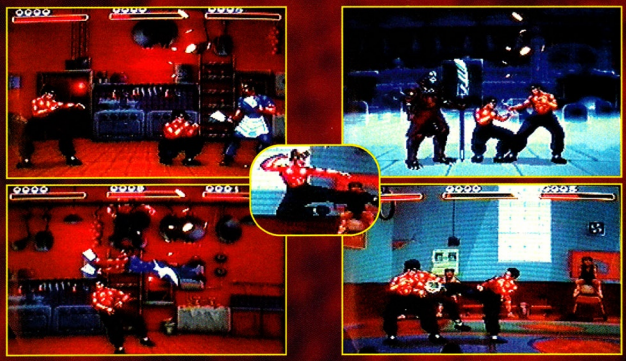


DRAGON

Hot off the heels of the release of the movie with the same name, Dragon is a martial arts game with style. Fight your way through different and exotic locales all over the world as you attempt to improve your fighting style.

You can play alone or with another player as you hone your fighting skills against the best the world has to offer. Use a variety of kicks and punches as well as some truly spectacular special moves to defeat your enemies. You can even execute combinations of different moves to really finish 'em off!

The graphic capabilities of the Super NES are really put to the test on this one! Expect Dragon to be a huge hit (no pun intended) with fans of fighting games!



RoboCop VS THE TERMINATOR

Two of Hollywood's biggest box office draws come together in your house to do battle in RoboCop vs. the Terminator for the Super NES. If you've been waiting for this title to come to the Super NES, your prayers have been answered!

You play the part of RoboCop who must thwart the evil from the future to save the present. As you battle your way through various enemies and traps, you will be bowled over by some really spectacular game play.

There's even some heavy-duty Mode 7 effects! You get to sit in the cockpit of a specially designed machine which can eliminate terminators. The scaling and rotation will knock you out! There's also more levels than you can shake a terminator's arm at! Thanks to Virgin, you'll be able to see the mythical battle between these two mechanized titans!











EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.


UNCOVER THE
MANA, THE WORLD'S LIFE FORCE,
HAS BEEN SCATTERED TO THE
SECRET
FOUR WINDS. ONE WARRIOR MUST
UNDERTAKE A DANGEROUS JOUR-
of


MANA
NEY TO RECAPTURE THE POWER.
FUL FORCE AND MAKE MANA
WHOLE. OR THE WORLD AS WE
KNOW IT WILL CEASE TO EXIST.

THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the Secret of Mana, a new action adventure game from Squaresoft. Just ask those who have played. 16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells ❧ Bigger characters and better animation ❧ More bosses and enemies to wage battle against ❧ Extensive use of sophisticated modes and special effects, including smooth, seamless flight animation ❧ Long game play ❧ Simultaneous 3-player capability ❧ Player's strategy manual and map ❧ Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.



Summon your dragon and fly from one exotic land to the next in search of clues for Mana.



Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.



Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.



SQUARESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

Secret of Mana™ and Squaresoft™ are trademarks of, and Final Fantasy® is a registered trademark of, Square Co., Ltd. ©1993 Square Co., Ltd. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

LIMITED TIME OFFER! ACT NOW!

SUBSCRIBE TO EGM

AND GET AN OFFICIAL EGM T-SHIRT FREE!

Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You'll find all this and more only from the biggest and best video game magazine. Be the first to get every action-packed page delivered to your door by subscribing today!



EGM T-SHIRT $9.95 VALUE FREE!



LOOK LIKE A PRO! SUBSCRIBE TO EGM!

BECOME A VIDEO GAME V.I.P. & GET YOUR EGM T-SHIRT FREE!

Get 12 issues of EGM plus a collector's T-Shirt for only $27.95!
Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues Only $27.95!



Name _____
Address _____
City _____
State _____ ZIP _____
_____ Payment Enclosed _____ Bill Me
Credit Card Orders:
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____
T-Shirt Size: __Small (FAM16) __Large (HAS16)

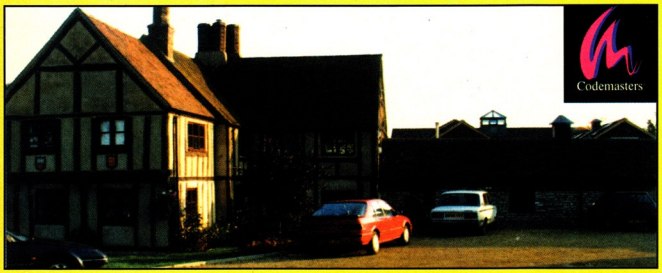
For Faster Service, Call Toll-Free:
1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All foreign subscriptions via airmail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

T-SHIRT WITH PAID ORDERS ONLY.

SPECIAL FEATURE!

BEHIND THE SCREENS AT CODEMASTERS OF ENGLAND!



The house that Dizzy built! Not a bad spread! How would you like to work on a 90 acre farm set in a rural farming atmosphere, miles away from the hustle and bustle of London!

The British are coming, the British are coming! The Japanese may have been first to influence us with their style of game programming, but now it's the Brits turn. Companies like Elite (Power Slide) and The Sales Curve (Lawnmower Man) are just starting to set up offices over here to test the viability of the market, but one company—Codemasters, is going after the American game players in a big way.

Code who? Perhaps if we mention Dizzy the Egg or Linus Spacehead...

Still nothing?

How about the Game Genie? Yep, these are the wizards who invented (and beat Nintendo in court) the magical cartridge buster.

Having done immensely well in England (Dizzy is in his 6th+ sequel) and getting rave reviews (over there) on almost all of their games, Codemasters is getting ready to expand across the Atlantic to the country of tens of millions of game players. But, they realize that the American market is different than the European market. What is good in the U.K. does not always translate into something that is good (i.e. a million seller) in the States.

To get a good idea as to what the American market likes, Codemasters invited all the major video game magazines out to their 'ranch' in rural England, so they could brief their programmers, developers, company executives and public relations staff as to what American game players like—and more importantly—don't like. Representatives from *EGM*, *Game Informer*, *Game Players*, *TWICE*, *Toy Book* and *Video Games* went to Codemasters. Our head ed.—Ed, represented *EGM*, and according to his story, he gave the people at Codemasters quite an earful about what he thought about Dizzy and Spacehead. Check out our Fact File on the Game Gear version of Dizzy on page 301 (What do you think of the game?).

Anyway, these guys have it good! How would you like to live in a small village and work at an old converted farmhouse set on a 90+ acre farm? If anything, the relaxed atmosphere must certainly help the creative juices flow as the programmers at Codemasters have quite a few interesting games lined up for late 1993 and early 1994.

The first game that they are bringing out is a great Genesis translation of their hot Micro Machines game. A Game Gear

CODEMASTERS 1993 GAME LINEUP!





Codemasters is about to launch their new lineup of games for the Christmas season here in the states. This is Dizzy and it is coming out for the Genesis (left) and Game Gear (right).





The sequel to the old NES game Linus Spacehead is also ready for a November release. The Genesis version of Cosmic Spacehead is on the left and the GG cart on the right.

1994 AND BEYOND!

version is in the works and it will feature probably the most unique version ever of a two player game. Game play is simultaneous on the screen and one player uses the control pad to move his car and the other person uses the 1 and 2 buttons to move his car. It makes for two people playing right next to each other, but it works (for more normal game play two Game Gears can be linked together)!

Later this month they will bring out Genesis and Game Gear versions of their hit (in England) games—Fantastic Dizzy and Cosmic Spacehead. Players might



Codemasters is perhaps best known for the invention of the Game Genie.

remember similar games for the NES (Oh well, Ed warned them!).

Next Codemasters plans on bringing out C.J—Elephant Fugitive (Genesis and Game Gear) and Bignose the Caveman (Game Gear and NES).

When 1994 rolls around we can expect to see Dino Riders (a Micro Machines game on dinosaurs for the Genesis); World Cup Soccer (Genesis); Excellent Dizzy (a collection of five of the best (?!) Dizzy the Egg games ever made for the Genesis, Game Gear and NES).

Later in 1994 Psycho Pinball, Arnie the Aardvark, World Class Tennis and Micro Machines 2 will be released.

Codemasters would be dizzy if they put all their eggs in one video and computer game basket. That's where the Game Genie comes in. They have done quite well on royalties from this device and considering that it is now out for every major home system, this is a golded egg that is worth keeping around. Accordingly, the hardware gurus have been burning the midnight oil recently and they have found a way to improve on the already spectacular Game Genie.

How? After a bit of market research,



Watch for a Micro Machines 2 for the Genesis and GG in the first half of 1994.

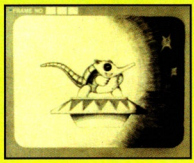






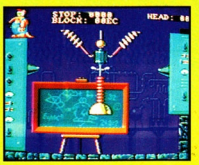
While at Codemasters, EGM got to take a few pixs of some of the games that they have in development including World Class Tennis*(left) and Psycho Pinball* (center and right).







Psycho Pinball* will feature a steel plated armadillo who rolls himself up into a ball. The game'll have six different pinball tables in addition to five bonus rounds and sub-games.







Arnie the Aardvark* (left and center) and World Cup Soccer* (right) are two more console games being worked on at Codemasters for a Spring/Summer 1994 release.

they discovered that the major failing of the device is the fact that it requires very specific codes for each 'trick', for each game.

Actually it wasn't that difficult. It didn't take a rocket scientist to see that their (only) competitor (Datel) had a 'Genie' like device that would work either with codes or in an auto-program mode. The latter mode is what Codemasters wanted in their new Game Genie 2. They set their people down and came up with a new device that worked better and easier than the Datel Pro Action Replay. The work is now completed and Galoob is now currently negotiating with them for the rights to bring the next generation of Game Genies to North America. It's too late for a 1993 release of the Game Genie 2 but 1994 should be the year the new system hits.

So far all of the publicly announced Codemasters' games are either for the Genesis, Game Gear or NES (they have discovered a way around the NES security chip). When questioned about whether Codemasters would do a Super NES game, the executives got very quiet. The game developers, on the other hand, have told EGM that the programming for Super NES games, notably Dizzy is well under way and the work is almost completed. Sources also told EGM that Codemasters has been able to find a 'legal' way to bypass the security measures built into the Super NES and they state that "It is in the hands of our lawyers now." They further stated that when, and if, they do bring out their first Super NES game that "It will be in England, so Nintendo would have to fight us on our home ground."

And what a fight it would be too! Codemasters isn't just a bunch of young naive kids anymore. What started as a hobby, now employs 50 people full-time, over 80 freelance programmers and produces over £2.6 ($4.2 million) a year profit.

And who said that video games is just for kids!

* Working titles. Screen shots are preliminary and subject to change.

Now you're in...





Two of your worst nightmares have joined forces to bust your butt and take over <u>your</u> world!
They're the ultimate dirtbags of baditude!...

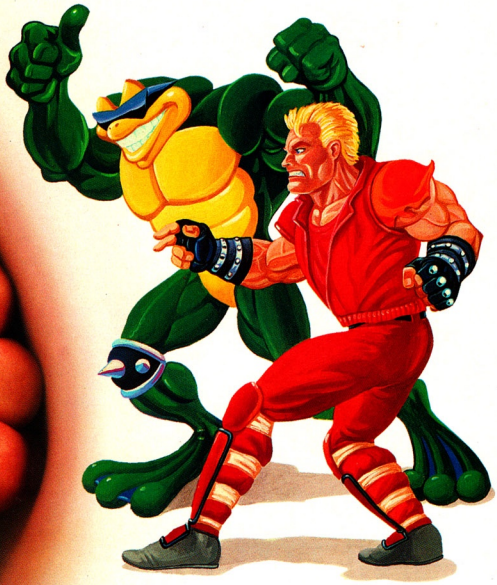
BATTLETOADS DOUBLE DRAGON

Sometimes to even the score, you've got to double the odds.

©1993 Rare, Ltd. All rights reserved. Licensed to Tradewest, Inc. by Rare Coin-It, Inc. BATTLETOADS is a trademark of Rare, Ltd.
DOUBLE DRAGON is a trademark of Technos Japan Corp. Tradewest, Inc., 2400 South Highway 75, Corsicana, Texas 75110.

double trouble





But you've got the Battletoads and the Double Dragon dudes
to even the sides and gang up on the goons.
They're the ultimate team!

Available on NES™, Super NES™,
Game Boy™ and Sega™ Genesis™

TRADEWEST

An Interactive Entertainment Company



Sega™ Genesis™ and the official seal are trademarks of Sega Enterprises, Ltd. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America, Inc.

SPECIAL FEATURE!

ELECTRONIC GAMING MONTHLY

IN-DEPTH STRATEGY GUIDE

SUPER STREET FIGHTER II

The New Challengers



TRICKS AND TECHNIQUES BEHIND THE COMBOS



One new feature is that the dizzies are shown before you even land. This puts the downed fighter at a disadvantage, since the other player can then back off briefly and do devastating combos.



Many power moves are your best defense as well as offense. Perform your move to counter and simultaneously hit. Try a close D.P. through a fireball. These moves are also great for reversing traps.



Moves have more of a recoiling effect. After certain moves, the player is pushed back out of range to prevent cheap combos. Timings and ranges have been altered to make things even.



The theory behind combos is hitting your opponent to prevent them from blocking several moves in succession.



The key is to use a quick move like a strong/forward or a jab/short after the initial hit to keep them from blocking, then pull off a big power move. For charging moves it's very important to pull back in the air or you'll be charged when you land. Another method is to do an attack that almost goes through your foe and turns around (like Honda's) and Zangief's splash). This is often hard to block if you don't know what side they are on. One last technique is to trap your opponent by "zoning." Keep them at a distance where you can always counter and chip away at them. This is cheap but works well, especially with characters who use projectile weapons.









THE TOURNAMENT BATTLE

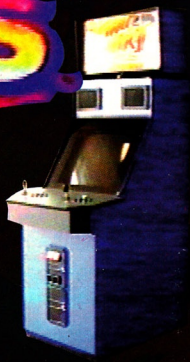
THE TOURNAMENT IS COMING TO THE U.S.



The rumors are true! The Tournament Mode of Super Street Fighter II will be in arcades and stand-alone versions. If you thought there was cool competition before, you haven't played anything yet!

Q SOUND

For the first time in the States, four machines will be hooked up in tandem for eight-player simultaneous competition. Some sport games have used dual screens, but never has there been four together. Not only will the competition be high, but the quality is supposed to be equally impressive, with computer control and surround sound quality with Q Sound. This new challenge is bound to renew arcade interest in SF II. Stand-alone versions will be available as well, but the awesome challenge of Tournament Mode is hard to resist.



The U.S. version will feature 4 "regular" machines, all computer controlled.

GUIDE TO STICK IT TO THEM

No key to moves here! Follow this joystick and button guide to master all the new secret techniques. All moves are done assuming player is facing right.

1 Press button at the end of the yellow arrow.



2 A solid bar means to push all three buttons at once.



3 Single arrows indicate pressing of any button.



4 The blue arrow is done first by holding back for 2 sec.



5 Indicates either all top or all bottom buttons.



6 The blue arrow is done first by holding down for 2 sec.



SUSHI-X 寿司-X

PREVIEWS THE NEW FEATURES AND FACTS

8 COLOR CHOICES



No more crazy colors or pasty hues. This is one of the best smaller features .

WHAT'S THE POINT?



For the Tournament Mode it's a cool idea, but it's not used for the stand-alone, yet. It should be used in all versions.

IS SPEED WHAT YOU NEED?

Too many people are used to turbo and may not initially like it, but the speed isn't what makes it good. The slower speed is to allow for more technique and fewer quickie moves. It works if you give it time.

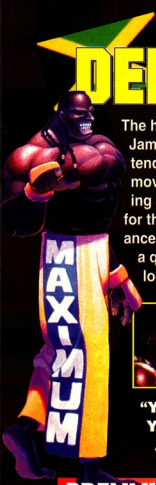
THE PROS AND CONS



There are a lot of new moves and animations as well as improved graphics and sound. Changes range from the new reaper dizzies, nine new endings, and the Tournament Mode. However, you only fight 12 characters and the game is a bit easy. It will easily keep me busy 'till Street Fighter 3!

DEE JAY

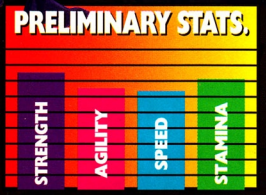
The happy mon from Jamaica is a real contender for the title. His moves are fast, far reaching and damaging. Look for this overall well balanced character to become a quick favorite in your local arcade.





"YOUR PROBLEM IS YOU DON'T HAVE ANY RHYTHM."

PRELIMINARY STATS.



SPECIALS

DOUBLE DREAD



The stronger the kick, the longer he charges.

MAX OUT



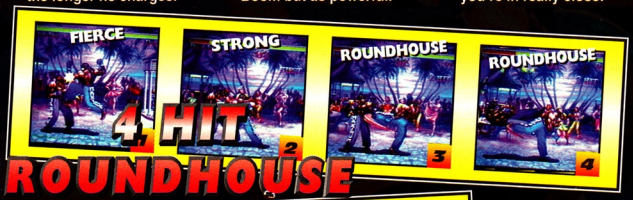
A bit wider than a Sonic Boom but as powerful.

MACHINE GUN PUNCH



This is only good when you're in really close!

KILLER COMBOS





CAMMY

She is the only other female world warrior. Don't let her size fool you—she has air throws, fast ground attacks and her moves do a considerable amount of damage. Move over Chun, here's Cammy!







"YOUR MISSING TEETH WILL REMIND YOU OF MY VICTORY."

PRELIMINARY STATS.



SPECIALS

CANNON DRILL



It's easy to counter if blocked, but it's still fast.

THRUST KICK



Not as strong as a D.P. but great for aerial counters.

SPINNING KNUCKLE



Like a Yoga Flame, that's a charging two hit move.

KILLER COMBOS





THE HAWK



It's easy to block and counter, so use it wisely!

RISING HAWK



Use this on flying foes or to go through projectiles.

THUNDER SLAM

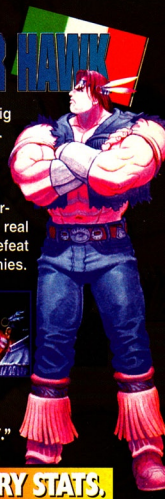


A powerhouse slam with decent range.

SPECIALS

THUNDER HAWK

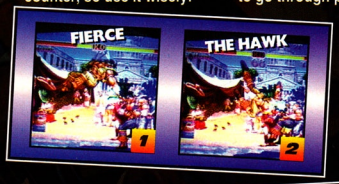
This is the next big boy on the block. His moves are devastating. Zangief players may take stock in this powerhouse that requires real timing in order to defeat enemies.



KILLER COMBOS



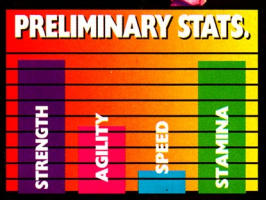
"YOUR SCREAMS SOUND LIKE A PATHETIC WAR CRY."



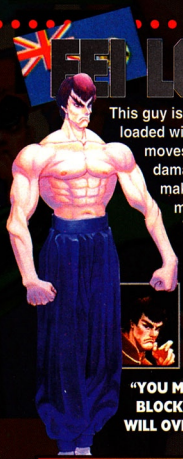
2 HIT HAWK



4 HIT HAWK



FEI LONG



This guy is quick and loaded with combos. His moves aren't that damaging, but he makes it up with multiple hits. The only thing he needs is a Fireball!



"YOU MUST LEARN TO BLOCK OR MY SPEED WILL OVERCOME YOU."



SPECIALS

POWER FIST



Use it several times in a row for a multi-hit.

FLAMING DRAGON KICK



A classy kick version of the Dragon Punch.

HOP KICK



A strange short hop and kick—tricky looking.

KILLER COMBOS



5 HIT BARAGE FLAME



RYU



Probably the most balanced character, Ryu is equally fast and powerful. He is the master of the Fireball and still takes off quite a bit with every hit.

NEW MOVES



This new Fireball stuns as they fall back.



The new Hurricane arcs very differently now.



Ryu now has a Double Hit Dragon with Fierce.

COMBOS





This is similar to his previous combo. You can also mix Step 3 with a Dragon Punch for even more damage.



The move is now a charge, and it dissipates with time.



This is a great defensive kick for flying foes.



A two-hit flip kick that can be used in combos.

CHUN LI



The female warrior has gotten the majority of the new moves. Mostly they're just revisions, but they give her a new edge in the competition.

NEW MOVES

COMBOS



The new Double Hit Flip Kick is great for catching them off guard. Also try Ryu's combo for a Fireball up close.



ZANGIEF



The liberated Russian gets pumped up with a few new moves including an Air Throw. The tough wrestler has a new standard throw.

NEW MOVES



The top three spin longer than the bottom three.



A new crushing move for the big wrestler.



No, it's not a new move! It's what happens if you miss. If done right, you'll charge and grab them.

COMBOS





Use this somewhat cheap combo with the new or old Pile Drivers. At Step 2 try many jabs—even standing.





Use any punch button to deliver a Dragon Punch, but for a Super Flaming D.P. use the Fierce button. This new move hits three times and can be combined with a Fierce, Fierce, D.P. for a five-hit combo! Looks like Ken is going to be a pain again.



Angle kicks with different heights and buttons.

NEW MOVES

KEN

As if Ken wasn't powerful enough already, they gave him a four-hit Flaming Dragon Punch. You can imagine the combos that will leave you with little or no energy.





For even more damage complete Step 2 while doing the D.P. motion with Fierce for a massive energy drainer.

COMBOS





HONDA

The poor sumo hasn't gotten any new moves, but he has a faster Torpedo that can be used in combos.

NEW MOVES



Even in close, it only hits once on the way up.





The only thing the heavy hitter has improved is his chances on a faster Torpedo. He still has his nearly invincible Jab Headbutt up close, but now you can get the same effect with some fast combos.

COMBOS





The Splash is a tricky reverse that can be hard to block. Try a Fierce, Jab, Headbutt combo to use his new speed.



This high rise ball breaks at the top now.





This is Blanka's new weapon against projectile-throwing opponents. This new ball is a spring loaded type that flips back and then comes down like an axe. Effective use can be big trouble for others.

NEW MOVES

BLANKA

The beast has a new technique for dodgin' Fireballs, but still remains the same. He's still got range and speed.





He's still got the speed to execute many three-hit combos. The real challenge will be working the new ball into a combo.

COMBOS



DHALSIM

The yoga master has gotten some of the range and a few fire attacks that complement each other. He is great for zoning an opponent with his fire and long attacks.

NEW MOVES



Stun them with the Slow Fire and try a second hit.



The Yoga Teleport is now a lot easier to do. The motion is the same (Dragon Punch) with either the top 3 or bottom 3 buttons but it is a lot more forgiving. This is great when you're trapped. Also use it to trick your opponents.

COMBOS





This is similar to his previous combo. You can also mix Step 3 with a Dragon Punch for even more damage.

BALROG

NEW MOVES



Go through fireballs and take down air foes.



Nothing new about this move, except it doesn't go through Fireballs.

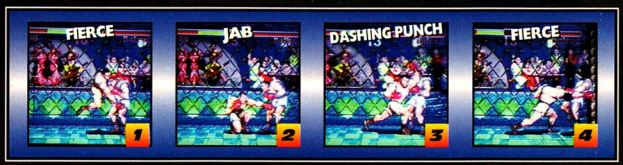


He's got several new punches in the air and on the ground.

This big boxer has a new technique for going through projectiles. He has also gotten a large variety of new punches to help diversify him.



COMBOS





SAGAT

The former champ is making a big comeback with loads of new attacks. He hasn't gotten any new power moves but he doesn't really need them.

NEW MOVES



The move is the same but it goes further now.



The kick boxer finally gets to use more than just his feet with new punches.



A few extra kicks are added to his lineup to give him some foot superiority.

COMBOS





Try this Tiger Uppercut combo to inflict massive damage to your opponent. Also try mixing it with other new attacks.



After the original version, Guile was weakened to even things out. His Flash Kick could do two hits up close but left you hanging there. Now his kick is restored to its one-hit knock down strength. He's back and tough as ever.





Guile hasn't gotten any really new moves, but his back did get a new look.

NEW MOVES

GUILE

The service man hasn't gotten any new moves, but he's been restored to his old powerful self. People complained that he was weak—not now.



COMBOS



Guile's old combo from the first version. Try an extra Fierce after Step 3, but the recoil may move them back too much.





VEGA

The beauty queen has gained an extra move but more importantly he has several new kicks and punches. Now he's more agile.

NEW MOVES



Trick them by doing the Spear or Wall Dive.



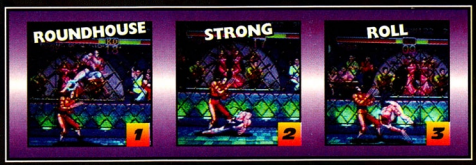
The Spaniard has new aerial strikes with punches as well as new ground strikes.



Vega has a High Roundhouse and other kicks adding to his prowess.

COMBOS





At Step 3 you can get several hits, depending on the button you press to do the roll. This is a great combo if you can pull it off.



Move between this and the Toe Stomp to be tricky.





Bison can trap you even easier with the one second charge time. Keep throwing low kicks and alternate the Scissor Kick. The only way to counter is with a special move, but Bison can wait and counter.

NEW MOVES

M. BISON

The evil dictator gets a new move, but worse yet he gets a faster charge time. He is still a mean guy to mess with. Look out world!



COMBOS



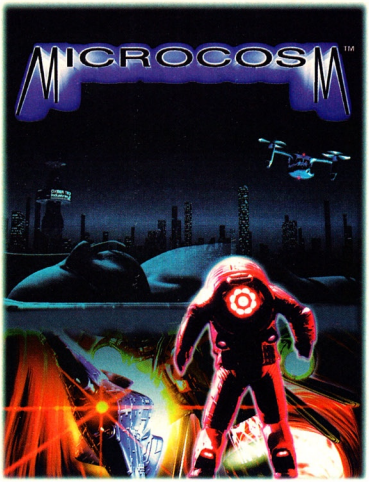
Here's an easy combo. For those who want a real challenge, try his famous seven-hit combo to see if you can pull it off.



Special thanks from all the guys at EGM to Fun Land - the family fun center and premier location for Super Street Fighter 2. Much appreciation to Lauren, Jeff, Colleen, Mike, Capcom and the "Bosswoman".

Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.



If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



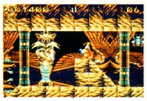
don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.







Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational.*

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

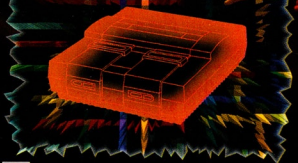
OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

SEGA WELCOME TO THE NEXT LEVEL

PSYGNOSIS

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794



CLAY FIGHTER™

From a bajillion miles away, a mysterious purple meteor streams toward Earth. The unsuspecting target for this rampaging comet is an abandoned amusement park. This once peaceful vacation spot in Muddville is about to be awakened by evil!

From the impact of the crash a large dust cloud forms. Upon its settling, the twisted ruins of Playland have been reborn into Clayland. At each corner, a warrior appears whose only thought is to become King of the Circus.

And so begins the story of the clay combatants. There are eight unique characters to choose from with special skills and arsenals of tricky techniques. All are twisted adaptations of friendly circus characters (except for Blob) who use their traits in wacky ways. Get set for a funny yet serious fighting cart with all the moves and skills you love.



THE GOOD

Lots of secret moves keep you guessing. Also the claymation is done well and is extremely funny.

THE BAD

Bad eh..the only thing bad is that it doesn't quite have the responsiveness of SF2...but what else does?

THE UGLY

The way the characters "hug" each other. Is it wrong? Also, the theme song...where did this come from?

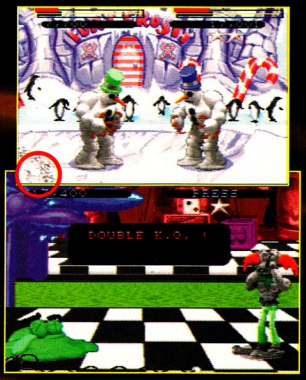
FACT FILE

CLAY FIGHTER

MANUFACTURER	# OF PLAYERS
INTERPLAY	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	12
THEME	**% COMPLETE**
FIGHTING	95%

WIN, LOSE, OR BOMB

In the bottom left-hand corner is a bomb ready to go off. If time runs out, the guy with the most health wins. In close fights there is even a draw.



THINGS THAT MAKE YOU GO...OUCH!



SPECIAL GUEST APPEARANCES BY OTHER FAMOUS CLAY CREATIONS.



GUIDE TO MOVES

CB=Charge Back, B=Back, F=Forward, D=Down, DF=Down Forward, DB=Down Back, P=Punch, K=Kick, BK=Brutal Kick



BLOB

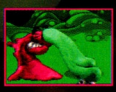


LIKES: Clay
HATES: Hair
WANTS: Clay
JOB: Claymaker
MOTTO: Bounce!



CLAY STOMP-D+BK

FLYING RNDHSE-F,D,DF +K





TAFFY







LIKES: Candy
HATES: Dentists
WANTS: Candy
JOB: Candyman
MOTTO: Stretch



TAFFY WACK-B,B,F+P

TAFFY TORNADO-B,DB,D,DF,F+ P





BLUE SUEDE GOO







LIKES: Music
HATES: Helga
WANTS: Guitar
JOB: Musician
MOTTO: Oh Baby!



HAIR BLADE-D,DB,B+P

HUM ATTACK-D,DF,F+P





HELGA







LIKES: Food
HATES: Salad
WANTS: Cookies
JOB: Singer
MOTTO: Eat!



VIKING RAM-D,DF,F+P

VALKYRIE'S RIDE-CB,DB,D,DF,F+P





BAD MR. FROSTY







LIKES: Snow
HATES: Fire
WANTS: Winter
JOB: Snowplow
MOTTO: Chill out!



FROZEN FIST-D,DF,F+ P

SNOW BALL-CB,F +P





TINY







LIKES: Color
HATES: Wimps
WANTS: Fights
JOB: Flexing
MOTTO: Destroy



MEDICINE BALL-CD,F+P

SUCKER PUNCH-D,DF,F+P





ICKYBOD CLAY







LIKES: Night
HATES: Day
WANTS: Night
JOB: Fright
MOTTO: Run!



ECTO BALL-D,DF,F+P

ECTRO PUNCH-F,D,DF+P





BONKER







LIKES: Pies
HATES: Crying
WANTS: Buzzers
JOB: Clowning
MOTTO: Play



CARTWHEEL-CB,F+P

FLYING PIE-D,DF,F+P



Disney's Aladdin™



FACT FILE

ALADDIN

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
10 MEG	6
THEME	**% COMPLETE**
ACTION	90%

For years Jaffar searched for the secret of the lamp. After many years, he had finally succeeded in piecing together the two sections of the ancient scarab. This magical item led him into the desert to the cave of wonders. A huger tiger's head rose from the ground and warned that only a man pure of heart, a "diamond in the rough," may enter. Because Jaffar couldn't enter, he searched for the man who could—Aladdin.

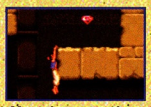
This cart follows the fantastic Disney movie as you guide the hapless thief to a life of happiness and love with the help of a powerful genie and Aladdin's pet Abu.



STREET SMART SKILLS PAY OFF



To flip off of objects takes timing.



Many jumps end up short, but hang on!

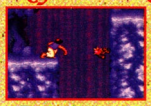


Float through the air to avoid falls.

FIGHTING TECHNIQUES



Swing into the charging guards.



Toss a tomato at tough foes.



Leap on foes but watch for swords.



Release the swing at its highest point.



Tip over all pots for goodies galore.



Stun tricky foes and stomp on 'em.

THE MARKETPLACE

Harassed by palace guards, Abu and Aladdin must steal their daily bread to live.

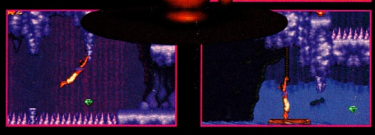




CAVE OF WONDERS

After escaping the palace dungeon, they must search the caves for the magic lamp.





© Disney

THE GOOD

Plenty of technique fills this game which follows the classic Disney story very closely.

THE BAD

It doesn't have quite the graphic appeal of the Genesis version, with its intense animations.

THE UGLY

The last snake Boss is one heinous looking monster. Also, the spring technique is tough.

SCORE BIG WITH THE BONUS GAME



Find the scarab in chests for a chance at a bonus game.



Like "Wheel of Fortune," you spin the wheel to win big "prizes." The stars give an extra continue, the heart adds life, the genie adds hearts, and the rest are self-explanatory.



ENTICING ICONS AND ENCHANTMENTS

1 UP



Earn an extra life from the magic lamp.

FOOD



Bread refills one heart; chicken refills life meter.

RUG



Find this item and Aladdin can glide about.

EMERALDS



Collect them and earn a continue for 100 gems.

APPLES



Gather the apples and throw them at enemies.

HEART



Add an extra heart to your health meter.



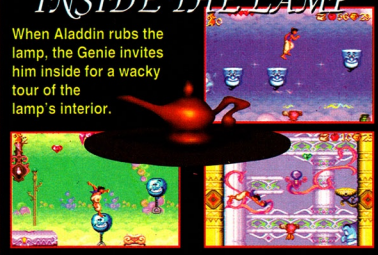
ESCAPE THE CAVES

Angered by Abu's stealing, the cave turns against them as they flee with the lamp.



INSIDE THE LAMP

When Aladdin rubs the lamp, the Genie invites him inside for a wacky tour of the lamp's interior.







FACT FILE

SUNSET RIDERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	7
THEME	**% COMPLETE**
ACTION	90%

Those Sunset Riders have finally made it around the Genesis bend to the Super NES! This time there are more levels, more gunslingers to choose from, and for some pretty tough stuff—two-player simultaneous shootin'! Look out, though, 'cause there'll be some pretty mean varmints on the trail ahead and bein' a one-hit wonder definitely is a downer! Keep your head and you may avoid the coach to Boot Hill!

BOYS WITH 6-SHOOTERS: RIFLEMEN WITH BIG GUNS:

STEVE: BILLY: BOB: CORMANO:





Steve and Billy use their six-shooter pistols to do in the evil-doers! They both have range!





Bob uses his trusty rifle while Cormano is content with his shotgun that limits his speed a bit.



STANDARD MOVES:

There are a variety of moves the gunslingers can perform! The Throw move is used with dynamite!



SLIDE JUMP THROW DUCK

SUNSET RIDERS

TWO-PLAYER SIMULTANEOUS ACTION:



With two players, things get even better! When you fight the Bosses, the person with the most shots hitting him wins! If you tie, you both share the reward money! You each have your own continues.



BONUS STAGES:

Here you must shoot the bad guys as they pop up on the screen! Move your crosshairs around the screen and get them in your sights. There are 50 bad guys to be blasted. If you are in the two-player mode, you will compete for kills!







ICONS AND ITEMS TO FIND ON THE TRAIL - CHECK OUT THESE VARIOUS ITEMS:

FOR ALL SHOOTERS: GOLD FOOD



Grab these for varying points!

FOR RIFLEMEN: GUN STAR FOR 6-SHOOTERS: GUN STAR



YELLOW GUN ICON: Rapid Fire
SILVER STAR ICON: 2 Guns.

FOR ALL SHOOTERS: TNT 1UP



Timed boom!



Get an extra life.

THE GOOD

Two-player simultaneous play just adds to the fun! The four gunfighter selection is also a plus!

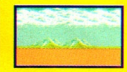
THE BAD

Ugh! One-hit-wonder complex! The Bosses on the harder difficulty settings get very cheap!

THE UGLY

Look at Poco Loco with that lipstick! Putting dynamite by his head after his defeat is also interesting!







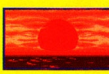
















LEVEL 1: Simon Greedwell

This is a simple side-scrolling level. Push up in front of the open doors to get some icons! There are also two cattle drives which begin at point 1 on the map that you must avoid. Simon Greedwell is the first Boss. Shoot the barrels in front of him first, then blast him to bits!











LEVEL 2: Hawkeye Hank Hatfield

Here you must ride a horse and shoot bad guys! Look out for the covered wagon—logs will fall from it. The Boss hides behind crates and gets help from his goons. Take the goons out first—they shoot faster than the Boss. Then go for him, guns blazing!







LEVEL 3: Dark Horse & The Smith Bros.

There are two Bosses here: The first rides a horse—jump onto the 2nd floor and blast him! The second two throw bombs. Don't stay in one place too long—they will get you!











AND MORE LEVELS AWAIT...







There are four more Bosses to go for really big cash rewards! These are the hardest levels in the game, and look out for Rose—he has a truly nasty trick that he is ready to play on you when you think you have defeated him. These last four levels will also test your jumping, climbing, and sliding skills. So get ready partner. Ya-hoo little buckaroo!



NFL TECMO



The inevitable has happened. You knew sooner or later Tecmo was going to make a 16-Bit version of their enormously successful football game from the NES. Voila! Behold—Tecmo Super Bowl!

This upgraded game is everything the old one was and more. You get more cinemas per play, more plays to choose from, more players on the playing field, and more options like weather conditions. Other new features include an updated roster, a new touchback feature, and a play that will let you dive over the top of the linemen for a touchdown! The graphics have definitely improved even though the onscreen players are the same size. The logos of all the NFL teams have been used. There are also many digitized voices that describe the plays or fouls.

3 MODES OF PLAY

1. PRESEASON
2. SEASON GAME
3. PRO BOWL





FACT FILE
TECMO SUPER BOWL

MANUFACTURER	# OF PLAYERS
TECMO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	N/A
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A MEG	OCTOBER
THEME	**% COMPLETE**
SPORTS	95%

WEATHER CONDITIONS

CLEAR



RAIN



SNOW



NFL LEADERS

Check out who's who in the NFL and see who leads the league in many categories.



OFFENSE



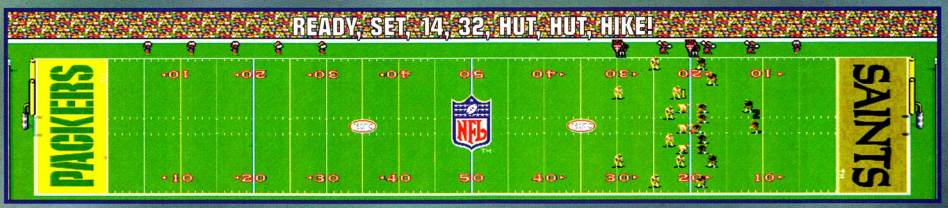
DEFENSE

INDIVIDUAL LEADERS

PASSING RECEIVING RUSHING
SCORING PUNTING
INTERCEPTIONS SACKS
PUNT RETURNS KICKOFF RETURNS

SUPER BOWL

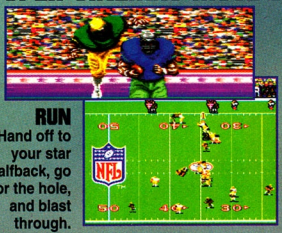




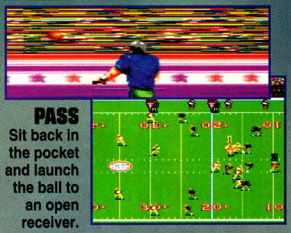
SEASON SCHEDULE



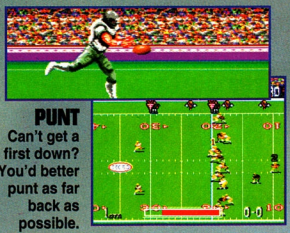
SUPER CINEMAS MOVE WITH THE AWESOME PLAYS



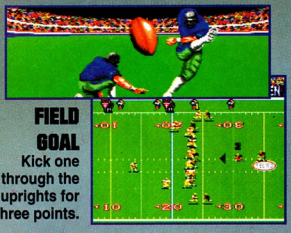
RUN
Hand off to your star halfback, go for the hole, and blast through.



PASS
Sit back in the pocket and launch the ball to an open receiver.



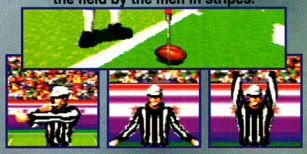
PUNT
Can't get a first down? You'd better punt as far back as possible.



FIELD GOAL
Kick one through the uprights for three points.

REFEREE ANIMATIONS

All fouls and penalties will be decided on the field by the men in stripes.



HALFTIME SHOWS



BIG BLIMP



CHEER-LEADERS



ROCK CONCERT

GAME STATISTICS

HALFTIME STATS
Look at the statistics after two quarters.





POSTGAME STATS
After the game, review the game statistics.

THE GOOD

More plays to choose from, more cinemas to watch, and more options to work with.

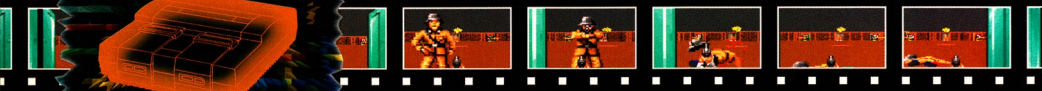
THE BAD

The players are still the same size as in the NES version.

THE UGLY

It gets pretty boring seeing the same cinemas run after awhile. You should be able to turn them off.





The PC classic is making its way to the Super NES system: Castle Wolfenstein 3-D! Except, as expected, things will be toned down quite a bit. The basic premise is the same: As supercommando B.J. Blazkowicz, you are sent behind enemy lines during World War II, into the dreaded title castle. This first-person perspective allows you to walk from room to room—blowing away enemies if need be—all presented in Mode 7! There are six missions in this game, each representing a certain building floor. The levels have end Bosses—tough soldiers that take several hits to kill, and even attack dogs (well, sort of—the big "N" has requested they be mutant rats instead)! Yet there are several weapons to be found that you can use to help you along the way. The game is compatible with the standard Super NES control pad, or the new mouse.

THE GOOD

Nice Mode 7 effects and good control (especially if you use the mouse for the Super NES).

THE BAD

The audio effects are a bit fuzzy, especially the voices.

THE UGLY

This game after the Nintendo's censorship butchers get done with it.

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





Wolfenstein 3-D for the Super NES (below) looks much like its PC counterpart (above), although the blood and violence will probably be toned down—if not completely removed from the finished version.



OBJECTIVE: READ YOUR SCREEN

The blue bar on the bottom of the screen shows which Items you have, plus Health, Floor, Score, and Ammunition left.



VISUALLY (AND FACIALLY) DISPLAYED HEALTH STATUS:



The picture of you in the blue health bar gives a graphic illustration of your health, complete with a "wounded look" that changes with each hit you take.





ON-SCREEN WEAPONS:

Directly above the Status Bar you can see your hands and the kind of weapon you are currently using!

OPEN DOORS:

To open a door (or suspect secret passage entrance), simply get in front of it and press the A (unless it is locked).



SOME WEAPONS AND OTHER ITEMS TO HELP YOU SURVIVE:

To cycle through the weapons you are currently carrying, press the SELECT Button. To use a weapon, press the B Button.

CATLING GUN:

This is one of the most powerful machine guns in the entire game! Unfortunately, it uses too much ammunition at a very fast rate! Use it sparingly, or only use it when the situation arises!







BAZOOKA:

This slow-loading weapon packs quite a punch! You cannot carry very much ammunition for it, but it is almost guaranteed to destroy enemies with one shot! Save it for the Boss characters.







KNIFE & PISTOL:

These are the two "basic" weapons in the game. The Knife is your last weapon. You will use it when you run out of ammunition for everything else (or if you select it). The pistol takes a few shots to kill a foe.

Wolfens



MISSION 1:

Each floor is divided into different sections. At the end of the last section is a Boss—here it is Hans Große who will attack with a machine gun in each hand. Remember to use Buttons X or Y to run while moving: the longer they are held, the faster you will move! The RIGHT and LEFT Buttons also serve a purpose: they allow you to strafe left or right. Press START and the game will pause and show you a map of your progress.







FLOOR 1: DRESDEN STRIKE







Floor 1 is divided up into three stages, with a tough Boss at the end of Stage 1-3! In addition to the guards, you will also encounter dangerous guard dogs that will rush at you and attack instantly! At the end of each stage is a white door: to finish the stage, you must have the key to open it. Once inside, go to the switch on the wall and the stage will end! On Stage 1-3, you must kill the Boss to get the key first, though.







FLOOR 2: OPERATION EISENFAUST













Some new enemies await you on this floor—most notably the White (1 & 2) and Blue (3) guards! These guys take quite a few hits to get rid of! Each time you take a hit, the screen will turn a shade of red. Make sure to grab their ammo when they fall—you can use it! 4) Make sure to push against "suspicious" walls and press the A Button—they could reveal secret passages with items hidden inside. 5) A Blue Guard at the wrong place at the wrong time. 6) Try and get the enemy guards bunched together, then use your gatling gun to spray fire and do them in!

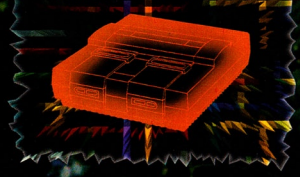


FACT FILE
WOLFENSTEIN 3-D



MANUFACTURER	# OF PLAYERS
ID/IMAGINER	1
DIFFICULTY	**AVAILABLE**
MODERATE	1st QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	30
THEME	**% COMPLETE**
ACTION	90%

tein 3-D



YOUNG HERO

This young man was marked by the gods at an early age when he was guided to the ancient Sword of Mana. Your sword skill becomes unequalled. When a weapon is in your hand, you will become unstoppable. He begins his journey alone, but he'll be joined by two other characters later.

NAME YOUR CHARACTERS

Each character you run into lacks a name, including the hero. When you meet them, you will have to give them one, and there can be up to six characters.

ALLY



A very gentle, but strong-willed lady who has spent her life learning the healing arts and studying how to give strength to others to enhance their abilities.

SOME MAGIC ABILITIES

Cure Water



Remedy



Ice Saber



SOME WEAPONS TO USE



ALLY

An active young sprite. The hero finds her in the Dwarf Cave. She is aggressive and will excel at casting attack spells, especially when confronted by enemies.



SOME MAGIC ABILITIES

Energy Absorb



Freeze



Acid Storm



CHARGE YOUR WEAPON FOR A POWER ATTACK



SECRET of MANA



Role-playing fans who play RPGs from Squaresoft know the quality of game they are getting. Ever since news broke out that this was coming to the U.S., RPG enthusiasts have been eagerly waiting this 16-Meg monster.

This RPG tells a great story about a boy who accidentally pulls an ancient sword from a stone. It rid evil from the land and sealed away the monsters, but its strength has grown weak. Now he must set forth on a journey to bring peace and harmony back to the world.

Unlike most role-players, this one has an option to let more than one player get in on the action. With the Multitap, you can embark on this super RPG!



FACT FILE
SECRET OF MANA

MANUFACTURER	# OF PLAYERS
SQUARESOFT	1 TO 3
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
RPG	100%

CHARACTER ABILITIES

Each character can use any weapon they come across. They can switch them to see who uses each better. The two allies are the only ones with the ability to use magic. The sprite casts attacking magic, while the other casts defensive magic. As each magic is cast, they can gain experience. Weapons can gain experience as well.

SOME ITEMS TO PACK



Candy
Eat some of this sugary treat to partially restore your hit points.



Medical Herb
Take this herb if poisoned by an enemy or chest with needles.



Magic Rope
Use this to return to the start of an area if you get lost.



Cup of Wishes
Drink the cup's contents to return a perished member of your party.



Royal Jam
Use this jelly to restore your health to its full capacity.



Chocolate
This bar restores more health than the candy, but costs more.

3-PLAYER SIMULTANEOUS

Hook up the Multitap and you and two friends can play at the same time.



THE GOOD

L-o-o-n-n-g quest! This game could take you close to 70 hours to see the end.

THE BAD

Prepare yourself for a lot of sleepless nights. This story will keep you glued to your controller.

THE UGLY

Yourself with bloodshot eyes and sore thumbs!

THE OPTIONS MENU

Attack Edit
Issue commands to the computer controlled members of your party.



Controller Edit
Set different button functions outside of the default settings for the controller.



Window Levels
Adjust the window for different frames and patterned backgrounds.



Character Stats
View stats like experience gained, health, and magic points.



Weapon Levels
Check the rating of your weapons and magic to see how strong they are.







DESTINY CALLS...

When the game begins, the hero meets his friends at the falls. He'll fall to the bottom and must find his way home. Suddenly he hears a voice calling from a distance. It is the ancient Sword of Mana!





VISIT POTOS VILLAGE



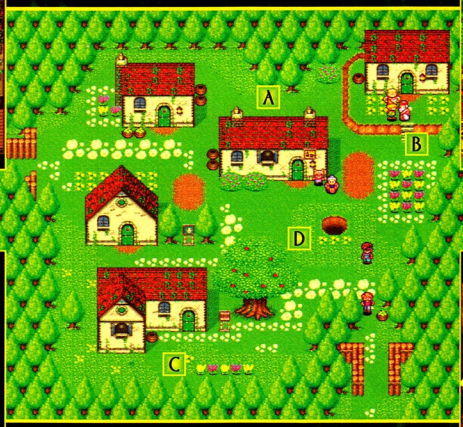
THE TAVERN

There is a strange man having a drink at the village tavern.



REST AT THE INN

Rest up at the inn when your health is low for some gold pieces.



A LONG JOURNEY BEFORE YOU

This is just a small portion of the entire game. To finish the game, you may get close to 70 hours of playing time.



VILLAGE ELDER

The village elder is concerned about you when you return.



THE MONSTER BELOW

Rid the village of the giant clawed monster lurking below!

SUPER NES

Sports Illustrated™ FOOTBALL/BASEBALL

THE GOOD

Cool full-motion cinema scenes that appear after a spectacular play.

THE BAD

15 of the 16-Meg was probably used for the cinema scenes alone.

THE UGLY

The play control needs some serious work.







FOOTBALL MODE

PLAY AN ENTIRE 16-GAME SEASON SCHEDULE



LEAGUE SCHEDULE
Check out the team match-ups for the week.



TEAM SCHEDULE
See what teams you will be playing against at a glance.



LEAGUE STANDINGS
The standings eventually will show who's in the playoffs.

TEAM MATCH-UPS



View the strengths and weaknesses of each team before the game.

PICK FROM MORE THAN 90 OFFENSIVE AND DEFENSIVE PLAYS









RUN PLAY
Hand off to the HB and sweep to the right for yards.



SCOREBOARD
Touchdown celebrations can be seen on the scoreboard.



PASS PLAY
Get set in the pocket, look for an open WR and fire.

UP CLOSE AND PERSONAL



When the action gets intense, the screen will change to a close-up view of the field for a better view.



© 1993 Sports Illustrated.

Combine the sports know-how of one of the leading sports magazines, *Sports Illustrated*, with two of today's most popular sports, and you've got a cart that's a must-have for every sports gamer.

The sports experts at *Sports Illustrated* were asked to help the guys at THQ come up with the hardest-hitting football/baseball combo cart ever. A huge task like this could only be done with no less than 16-Megs of memory. Along with the cool idea of a two-sport combo, they also crammed some really cool, digitized, full-motion scenes that appear after a spectacular play.

The football mode of the game is viewed from a pseudo 3-D perspective, which is a fresh alternative from the usual vertical scrolling games. The game is filed with digitized voices and sounds.

When you are in the mood for some baseball, you'll be immersed in a really unique playing scheme. For the first time, you can actually pitch the ball at the speed you choose, then aim it inside or outside the plate. Fielding is enhanced by a darkened spot on the field that marks the area where the ball will drop. Like in the football mode, there are plenty of digitized voices and sounds from the real game. Everything from the umpire calling strikes to the crowd cheering is programmed into the game!

FACT FILE

SPORTS ILLUSTRATED FOOTBALL/BASEBALL

MANUFACTURER	# OF PLAYERS
THQ	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
SPORTS	75%



BASEBALL MODE

TEAM COMPARISONS



Check out which team has the advantage in certain positions on the field.

PLAY AN ENTIRE BASEBALL SEASON



LEAGUE SCHEDULE
See which teams play against each other.

TEAM SCHEDULE
Look ahead to see which teams you will face.

LEAGUE STANDINGS
Play through 160 or more games in a season.

ROTATE YOUR STAFF



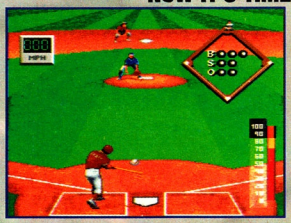
CHANGE FIELDER
Replace some fielders to rotate your order.

CHANGE PITCHER
You can bench your starter when he tires.

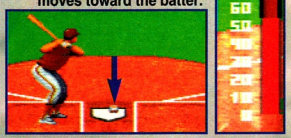
CHANGE BATTER
Substitute a struggling batter if you need a hit.

CHANGE RUNNER
Go for the speedsters when runners are slow.

NOW IT'S TIME TO PLAY THE FIELD



UNIQUE PITCHING
Hold the pitch button to charge for speed. Then, aim your pitch when a marker moves toward the batter.



BALL IN PLAY
Hit the ball between the gaps and run for home plate.

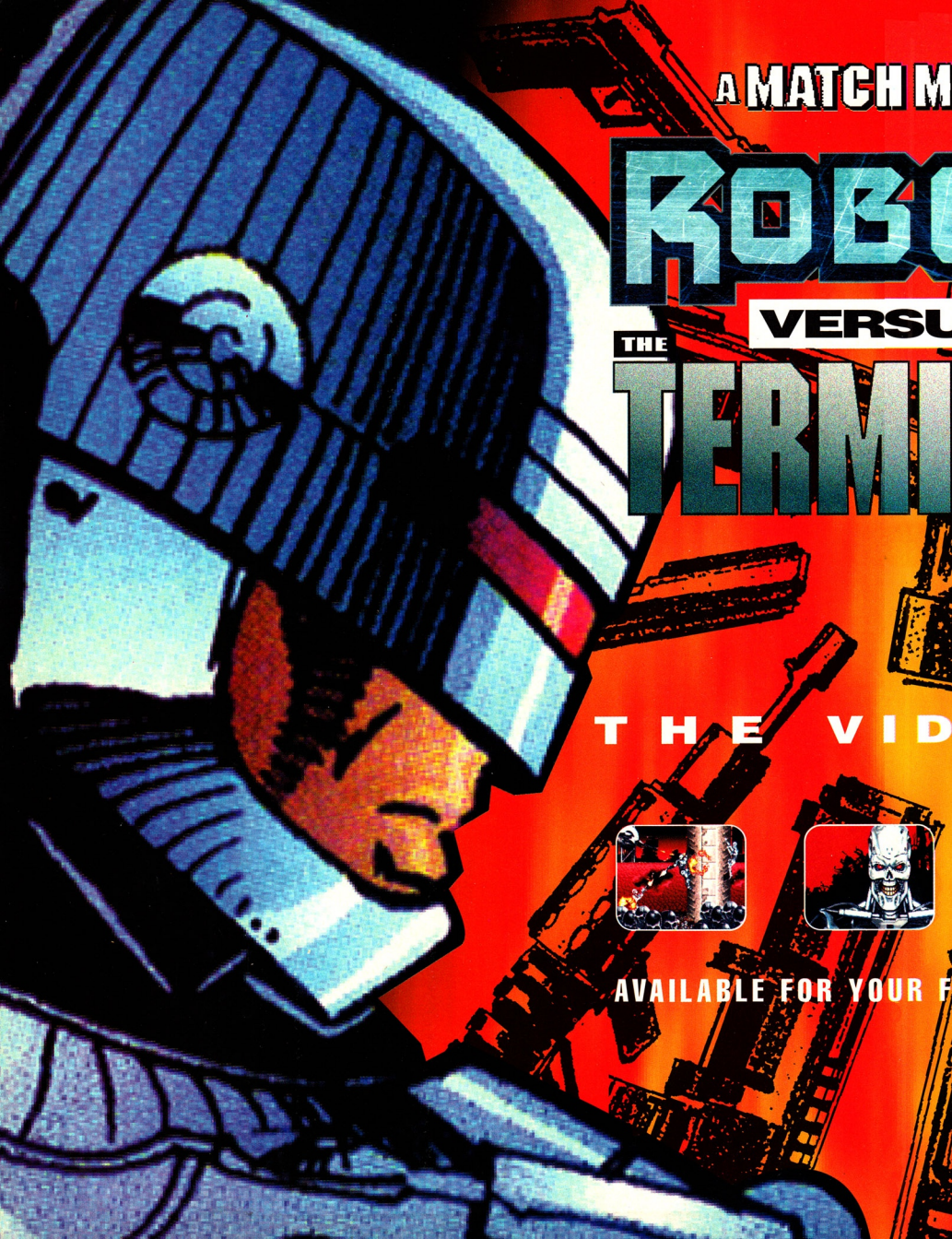


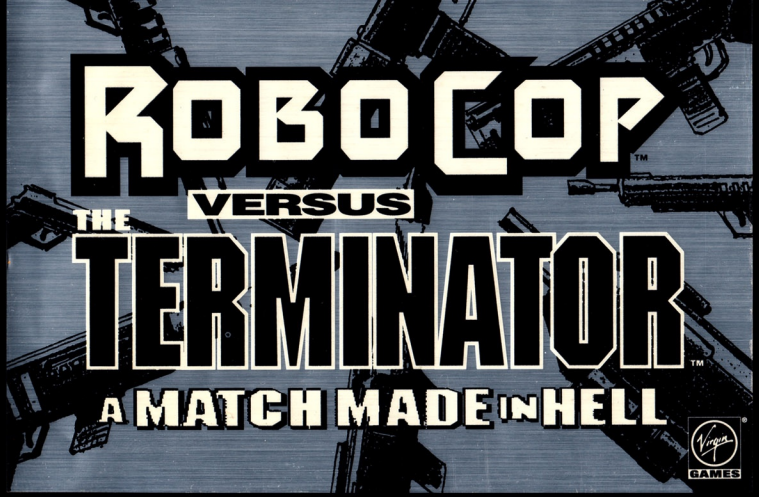


HOME RUN TROT
Hit one out of the park and round the bases like a real pro.

SCORE BOARD
An animated sequence can be seen on the ballpark scoreboard.




A MATCH M
ROBO
VERSU
THE
TERMI
THE VID
AVAILABLE FOR YOUR F


ROBOCOP™
VERSUS
THE TERMINATOR™
A MATCH MADE IN HELL
Virgin GAMES

ADE IN HELL

OCOP™

S

NATOR™

EO GAME

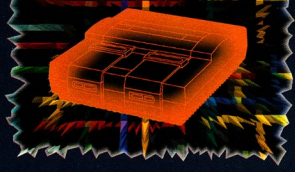




VORITE GAME SYSTEM.

ROBOCOP™ & ©1993 Orion Pictures Corporation.
All rights reserved. TM designates a trademark of Orion Pictures Corporation.
THE TERMINATOR™ & ©1984 Cinema '84. A Greenberg Brothers Partnership. All rights reserved. TM designates a trademark of Cinema '84. Licensed by Hemdale Film Corporation.
Sublicensed by Bethesda Softworks. Game Gear™ is a Virgin Games™. All rights reserved.
Virgin Games is a registered trademark of Virgin Enterprises, Ltd.

Virgin GAMES



Ryo Sakazaki's sister has been kidnapped by some of Mr. Big's men. Bad move! It's not a good idea to aggravate one of the world's most skilled martial artists. Now he and his friend, Robert Garcia, must take matters into their own hands and track down her whereabouts. Together, they will bring down Mr. Big's men. Once Mr. Big is defeated, they will face their greatest challenge in Mr. Karate. Like Ryo and Robert, he has superior skills. It is believed that the only way to beat him is to master the powerful Hao-Ken.

Art of Fighting combines the best aspects of hand-to-hand fighting games with fighting games that have a story. This keeps the player interested and involved. The plot gets heavier the closer you get to finding Ryo's sister.

Although the memory usage has decreased, the graphics are nearly identical to the NEO•GEO version. The scaling has remained intact. There are loads of digitized voices from each fighter's attack. You can play as the same player!



RYO SAKAZAKI

To find his kidnapped sister, he goes into South Town.



ROBERT GARCIA

A friend and rival of Ryo's, he goes along into South Town.





STORY MODE

This is one of the few fighting games with a cool Story Mode where you must find the whereabouts of a girl.



Something has happened to your sister.



Try to find out where she has been kidnapped.



Defeat enemies and they will tell you where to go.

BONUS GAME

Test your might and skills in three cool bonus areas.



Chop off the necks from the bottles.



Break the four stacked ice blocks in two.



Throw a huge fireball called the Hao-Ken.

THE GOOD

A lot of cool ideas, like spirit points to use for special moves and the story mode.

THE BAD

Game play and control of moves need to be refined.

THE UGLY

Some of the "special" moves really aren't anything too special.

ART OF FIGHTING





FACT FILE

ART OF FIGHTING

MANUFACTURER	# OF PLAYERS
TAKARA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	8
THEME	**% COMPLETE**
FIGHTING	98%

RYUHAKU TODO



FLYING KICK



NO ONE'S AS STRONG AS ME. WHAT A BUMMER!

This Japanese warrior has great agility and can unleash a lethal triple blade attack.

TRIPLE BLADES



JACK TURNER



DOUBLE HEEL



TAKE ON MOI? I'LL BLOW YOU AWAY!

The bar is the home of Jack Turner. He'll beat you to a pulp with his large mass.

FIRE CROSS



LEE



FLUTTER KICK



YEE HEE HEE! WHO'S NEXT?

This quick and deadly fighter depends on his speed to counter stronger opponents.

SPINNING CLAWS



KING



FLAME KICK



COME ON, WEENIEMEISTER. I'LL SHOW YOU MY STUFF!

This butler uses her bouncing techniques against you.

KNEE ROCKET



MICKY ROGERS



BURNING UPPER



HA! WHO'S NEXT? I'LL KNOCK YOUR BLOCK OFF YOU BOZO!

One of the best fist fighters; uses flame attacks as well.

UPPER



JOHN CRAWLEY



FLYING FISTS



WHAT YOU LOOKIN' AT? IF YOU WANNA START SOMETHIN', LET'S DO IT!

Fight on a carrier ship with the top military fighter.

TORCH THRUST



MR. BIG



BODY LUNGE



WHAT A WIMP! I DIDN'T EVEN WORK UP A SWEAT!... NEXT!

Mr. Big attacks with his sticks that launch flames.

FLOOR FLAME



MR. KARATE



DEADLY COMBO



COME ON! I'M GONNA CURE YOU OF THE DISEASE CALLED LIFE!

This villain has the same abilities as Ryo and Robert.

RISING PUNCH





Time to stop criminals by using some truly forceful methods! Welcome to Chase H.Q. where we stop criminals the only way we know how: by smashing them to a pulp! As a drug smuggler in disguise, you get to drive a dream car: a super fast, candy-apple red sports car, equipped with three Nitro Boosters to give you a blast of temporary super speed when you need it! However, catching suspects isn't always easy. There are other drivers to consider as well, and if you hit them they will slow you down! Look out for other nuisances as well—like bikers with gas bombs, and even helicopters firing machine guns. Good luck!

READ YOUR DASHBOARD



1. PLAYER: Shows damage you have sustained and how much more you can take.

2. CRIMINAL: Shows the suspect's damage and how many more hits he can take.

3. SPEED: Shows your acceleration and speed (max speed is approx. MPH).

4. NITRO ACCELERATOR: Activate one of these and you will travel at super fast speeds temporarily.

5. DISTANCE: Shows distance from you to the suspect in the Round.

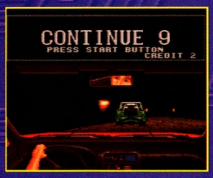
6. TIME: If this runs out you will have to use a Continue. If you do use one, you will be given 3 Nitro Accelerators.

USE YOUR CONTINUES WISELY:

If you run out of time or wreck your expensive sports car, the game will end. However, you have two chances to continue the game from that point. If you do use a Continue, you'll be completely reimbursed with Nitro Boosters.









"This is Nancy..." Before each Round begins, dispatcher Nancy will appear and give you information on the next suspect.



OPTIONS: In addition to three skill levels, you can also customize the transmission type (manual or automatic), steering type (re-centering or not), and which buttons brake, activate the Nitro and accelerate!



THE GOOD

Flawless Mode 7 scrolling of the road and objects that come toward you.

THE BAD

The multiple mandatory hits by the machine gun on the chopper in Round 5.

THE UGLY

Smashing into cars head-on in the oncoming lane.



FACT FILE
SUPER CHASE H.Q.

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	7+
THEME	**% COMPLETE**
DRIVING	100%

EGM X-TRA DARE TO COMPARE
A LOOK AT OTHER FORMATS...

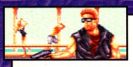




Unlike Chase H.Q. 2 for the Genesis (top), Super Chase H.Q. puts you behind the wheel! However, there is only one car to choose from, whereas the Genesis version lets you pick from three cars!

Super CHASE H.Q.





ROUND 1:

SUNDAY 13:52

SUMMARY:

THERE'S BEEN AN INCIDENT AT THE BEACH.
THE SUSPECT WAS LAST SEEN DRIVING A STOLEN RED SPORTS CAR.
HE'S ARMED WITH A PISTOL.



SUSPECT 1: STOLEN RED SPORTS CAR







This first chase is down a multi-lane freeway. Unfortunately there are other motorists on the road that will get in your way. However, it is a sunny, clear day with great visibility. Accelerate as fast as you can while pumping the brakes at curves so you don't fly off. After you emerge from the tunnel, you will spot your suspect! Bash into him from the rear while keeping an eye open for gunshots he may take at you! Save your Nitro blasts for the end.









ROUND 2:

WEDNESDAY 10:08

SUMMARY:

THERE'S BEEN A SHOOTING! THE SUSPECTS WERE LAST SEEN DRIVING AWAY IN A FOUR WHEEL DRIVE AND A MOTORCYCLE.
MOTORCYCLIST IS ARMED.



SUSPECT 2: FOUR WHEEL DRIVE.











This stage takes place in the desert. Following an investigation into Sunday's case, a map was discovered that pinpointed the location of the gang's next deal. While in pursuit of the main suspect, a group of bikers will throw gas bombs at you—steer clear of these flaming nuisances the second you see them dropped on the ground! The Boss is a green 4WD vehicle. Careful when chasing it in the tunnel.





ROUND 3:

FRIDAY 17:26

SUMMARY:

THERE'S BEEN A BREAK-IN! SUSPECTS WERE LAST SEEN DRIVING A STOLEN CAR AND A MOTORCYCLE.
INTERCEPT AND APPREHEND IMMEDIATELY!



SUSPECT 3: STOLEN SILVER CAR.











Here you must deal with oncoming traffic! Be especially careful when going around turns—oncoming cars will surely approach. If they hit, they do a great amount of damage to your vehicle! A biker gang will also cause you problems as they shoot bullets your way. Use Nitro Boosters to ram into them or dodge their hail of bullets! The Boss will try to keep a good distance from you, occasionally firing bullets to slow you down!





OTHERS:

THERE ARE STILL TWO MORE LEVELS TO GO THROUGH WITH EVEN TOUGHER END BOSSES AND MORE ROAD RATS TO WATCH OUT FOR. CAN YOU STOP THE RING LEADER AND BRING HIM TO JUSTICE?



Round 4 (left) will pit you against a modified pickup truck that launches mortar missiles at you! Round 5 (right) is your greatest challenge yet, as a heavily-armed helicopter will fly in and blast you full of holes!



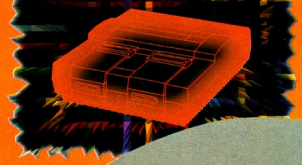


NAME YOUR SYSTEM AND... STEP INTO THE RING!

Get ready for the 16-MEG mayhem of **Royal Rumble**® on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring**™ for NES® and Game Boy®! Tournament showdowns... special moves...Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!

World Wrestling Federation and its logo are registered trademarks of TitanSports, Inc. Hulk Hogan, Hulkamania and Hulkster are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. LJN and Flying Edge are divisions of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.


WWF
YAL
RBLE
GENESIS™!!
HULK HOGAN'S POWER
Acclaim
entertainment, inc.
ARENA
FLYING EDGE
OFFICIAL
WORLD WRESTLING FEDERATION
LICENSED PRODUCT
GENESIS
GAME BOY
SUPER NINTENDO
NO HOLDS BARRED ACTION!
WRESTLEMANIA
STEEL CAGE
SEGA
GAME GEAR



The Ren & Stimpy Show™

Ren & Stimpy now have their own Super NES game. Ren & Stimpy: Veediots has you entering all your favorite TV episodes. Play through levels like the disgusting inside of Stimpy's mouth or the rigorous boot camp. Primarily, you will control Ren, but sometimes Stimpy will be your character, too.

THQ has done an excellent job in recreating the humor of the show. The art is nearly identical. The artist couldn't even keep within the lines! This is a game that will keep Ren & Stimpy fans smiling. Happy, Happy! Joy, Joy!



FACT FILE
REN & STIMPY: VEEDIOTS

MANUFACTURER	# OF PLAYERS
THQ	1
DIFFICULTY	**AVAILABLE**
HARD	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	16
THEME	**% COMPLETE**
ACTION	100%

LEVEL ONE: THE BOY WHO CRIED RAT!



To finish the first level, Ren—dressed as a mouse—must evade his friend Stimpy. Stimpy has all sorts of tricks to use. Eventually, you'll wind up inside of Stimpy's mouth. Can you defeat the Beaver Boss and escape?



Explore Stimpy's ever-rotting mouth. Watch out for teeth and beavers!



CINEMAS!!





THE GOOD

The humor of the Ren & Stimpy Show is well preserved with the comical antics.

THE BAD

The sluggish control and awkward feel really detract from some of the fun.

THE UGLY

The inside of Stimpy's disgusting mouth, complete with bad breath.

LEVEL TWO: IN THE ARMY







Ren and Stimpy have foolishly joined the army, and their commanding officer is out to get them. On this level you play as Ren. To get through, you must avoid your sergeant, dodge grenades and even a storm of deadly watermelons. Powdered Toast Man will make an appearance. Joy!



Even in the army you'll find some old friends—and some real bad guys.



™ & © 1993 Nickelodeon. All Rights Reserved.

Licensed by Sega Enterprises Limited for play on the Sega Genesis

THE ORIGINAL

Micro Machines®

SCALE MINIATURES

The ultimate challenge has arrived

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

"Arguably the best race game ever written"
Neil West, 92%
Mega magazine

U.K. NUMBER ONE BEST SELLER!

"Will keep even the most hardcore gamers hooked"
VideoGames magazine

"Edge of your seat, blistering micro car action!"
GamePlayers magazine

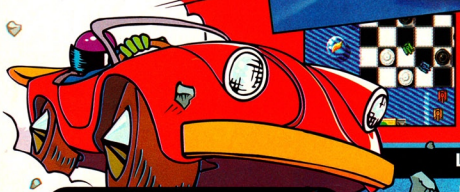
93 PERCENT

"Probably the most playable game I've ever seen on the [Genesis]"
Games Master magazine

16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?









Licensed by Sega Enterprises for play on the Sega Game Gear

For further information, write to: CODEMASTERS U.S.A., Inc., 16th Floor, 90 Park Avenue, NEW YORK, NY 10016

© 1993 Codemasters Software Company Limited (Codemasters). Licensed by Sega Enterprises Limited for play on the Sega Genesis. Licensed by Sega Enterprises Limited for play on the Sega Game Gear. Sega, Genesis, Game Gear are trademarks of Sega Enterprises Limited. Micro Machines is a registered trademark of Lewis Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Codemasters is not affiliated with Lewis Galoob Toys, Inc. Codemasters is a trademark used under licence by Codemasters Software Company Limited

Codemasters





FACT FILE

JIM POWER: THE LOST DIMENSION IN 3-D

MANUFACTURER	# OF PLAYERS
ELECTRO BRAIN	1
DIFFICULTY	**AVAILABLE**
HARD	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	8
THEME	**% COMPLETE**
ACTION	98%

Electro Brain has got a great new cart, Jim Power: The Lost Dimension in 3-D. This cart features an awesome new form of 3-D. A pair of cardboard glasses, with one clear lens and one polarized lens, is provided. If you don't care to wear the glasses, you will see the game in a still awesome 2-D view.

Special agent Jim Power is all that stands in the way of the evil Vaprak, who is trying to destroy the last planet that blocks the passage to the fifth lost dimension. If you fail, he will destroy our world and open the gateway to let his evil kind ravage the universe. He has become much too powerful for our fleet to risk a frontal attack, so Jim Power must risk the trip alone. Armed with a lone laser and a suit with smart bombs, he will fight. Along the way are weapons left by other agents who also tried, but never returned.

THE GOOD

The intense scrolling coupled with the 3-D glasses make this game really awesome to watch.

THE BAD

Hey! What's with this one-hit and you're dead crap? It makes a hard game almost impossible!

THE UGLY

All the enemies are pretty ugly, but the worst is the first mid-level Boss. He's got a mug you love to hate.

PART 1 - SIDE SCROLLING

The lost path is where you will start your adventure. Watch your timing—jumping from platform to platform gets a little tricky. Pick up icons that pop up from the ground as you run through the level.

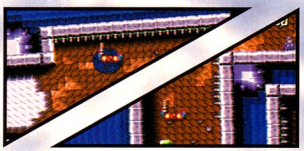


PART 2 - BIRD'S EYE VIEW

Intense overhead action is next on the agenda. Watch where you step—those blue circles will spin you 'til you're dizzy. Be careful on the ice—it could slide you right into a wall of spikes!







JIM POWER: THE LOST DIMENSION IN 3-D



Be sure to blast the brains out of this biggest, bad bonehead Boss boy!



BOOM! There it ain't. Yes sir, I love them nasty smart bombs and so do kids!

KEEP AN EYE OUT FOR THESE AWESOME ICONS!



Short term invincibility!



Adds one more smart bomb.



Extended game time.



Gives one more guy.

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Don't get all choked up!



Get your kicks!



Wear a mask and pack a powerful punch.



Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Walk on the wild side!



You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

OFFICIAL SEGA SEAL OF QUALITY

Splatterhouse 3 TM & © 1993 Namco Ltd., All Rights Reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd.

namco



Lufia & The Fortress of Doom

FACT FILE
LUFIA

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
RPG	90%

THE GOOD
Excellent sound, tons of different enemies, awesome fighting skills, magical, l-o-n-g quest, cool story.

THE BAD
Your attacks don't default to the next enemy species when one is killed off.

THE UGLY
Yourself with bloodshot eyes. Look forward to little sleep with this role-playing game.

IN THE BEGINNING...

Heroes of the past



The game opens with four legendary heroes battling the four evils of the past. The adventure really begins...



The four evil Sinistrals



90 YEARS LATER...

Heroes to fight the new evil



THE HERO
A brave descendant of Maxim who will fight all evil.

LUFIA
Childhood friend of the hero. They are inseparable.

AGURO
Captain of the Lorbenian army who joins your cause.

JERIN
Half-human, half-elf, she has outstanding magic abilities.

A few monsters to combat





Learn some magic spells
Gain experience and you will be able to cast magic spells.

A long time ago, four brave warriors clashed against the strongest forces of evil the world has ever known. Each of the evil beings, known as "Sinistrals," possessed the powers of Chaos, Destruction, Terror, and Death. The battle was hard-fought. It seemed our heroes would not survive the powerful magic of the "Sinistrals." With their last ounce of energy, they defeated these beings of darkness. For almost 100 years peace existed, until monsters started appearing again.

Now take on the role of a young boy who is a descendant of one of the legendary soldiers of long ago. Find out the mysteries of the past as you talk to the villagers. Travel the vast country and gather up the fiercest of warriors and bring peace back to the land in this most epic RPG.



Talk to the townspeople and learn about the troubles that have been plaguing the town.





Traverse the outskirts of town in search of treasures while defeating the monsters that lurk about.

Use your fighting and magic skills here.



MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics



Line 'em up! Chow 'em down!



Go Head-to-Head with friend in 2-player mode!

Munch Fest!

Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.



SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

namco

Pac-Attack TM & © 1993 Namco Ltd., All Rights Reserved. Licensed for play on the Super Nintendo Entertainment System. Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America.

LENNUS, A PLANET OF ADVENTURE!



IN THE BEGINNING...



A harmless village at first, but in it lies an evil waiting for some unsuspecting student to awaken it—namely you!



Chezni climbs the tower to activate a mysterious switch, releasing a deadly force





The hometown of the Guud is where you can find weapons, spells, and help!



Fritz's home will be attacked by goblins!



The caves are swelling with nasty creatures!



Winding paths will lead to more trouble for our hero!

PALADIN'S QUEST

Those of you who have been patiently waiting for another RPG, get ready for this one! Originally titled Lennus, this cart casts you as Chezni, an incredibly gifted student of magic who accidentally creates disaster by taking a dare from a fellow student to climb the city tower to see what is at the top. By completing the dare, you have released a being that is capable of destroying the entire planet of Lennus! Journey through vast lands and learn the secrets of the planet, while having loads of fun laughing at the silly mistakes and other goofy antics throughout the adventure!





FACT FILE
PALADIN'S QUEST

MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
RPG	100%

What do you have on your side? . . .

THE GOOD

An RPG that has a slight sense of humor, having you guide an honor sorcery student on misadventures!

THE BAD

If anything, the rather pastel-like graphics tend to get somewhat annoying after a few hours of play!

THE UGLY

The fact that this would have made a great 2-pager but the battery backup was not allowed to work!

Chezni Duke Fritz



Here are but a few of the characters that you can have on your side!

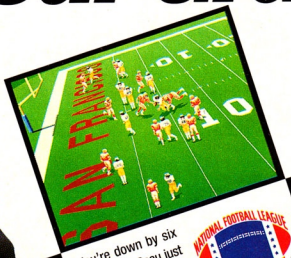
Learn the Magic!

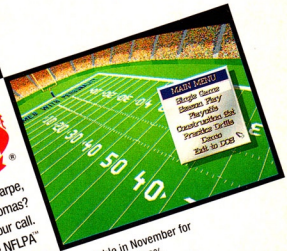


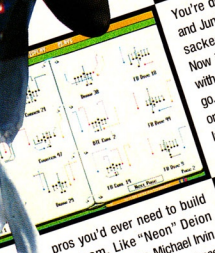
Obtain runes from the spiritu and you can blend them to create new spells!

Get Knocked Flat On Your Grass.









You're down by six and Junior Seau just sacked you again. Now it's 4th and 18 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? In *Unnecessary Roughness*™ it's your call. But don't worry. You've got all the NFLPA™ pros you'd ever need to build your team. Like "Neon" Deion Sanders, John Taylor. Michael Irvin. And many more. *Unnecessary Roughness* brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, rotoscoped player graphics,

NATIONAL FOOTBALL LEAGUE PLAYERS

Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ System.

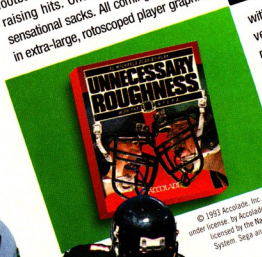


All screens shown are IBM Super VGA displays



with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features infinite camera views that actually put you down on the field. So suit up and get ready. Because this football game is as real as you can get. Without getting hit.

AL MICHAELS CALLS THE SHOTS



© 1993 Accolade, Inc. All rights reserved. NFLPA is a trademark of the National Football League Players Association and is used under license by Accolade, Inc. Logo and name (c) NFLPA 1993. Unnecessary Roughness is a trademark of Accolade, Inc. and is officially licensed by the National Football League Players Association. Licensed by Sega Enterprises Ltd. for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. IBM is a trademark of International Business Machines

ACCOLADE
GAMES WITH PERSONALITY

MAGIC BOY



While practicing a spell, young Hewlett, a wizard's apprentice, makes a mistake. Not only does he turn his master into a blue elephant, but he also transforms all of the animals into monsters! You must capture all of the roaming monsters and get to the pachyderm that used to be your Boss, so everything can go back to normal again. Throughout the game there are eight worlds to travel to, each having eight levels to conquer. This makes your quest a difficult one to surpass, especially when monsters are out to get you. Grab your trusty magic wand and get to work!

FACT FILE
MAGIC BOY

ACTURER	# OF PLAYERS
JVC	1
LITY	AVAILABLE
MODERATE	NOVEMBER
RIDGE SIZE	NUMBER OF LEVELS
4 MEG	64+
THEME	% COMPLETE
PUZZLE	100%

LEVEL 1-SAND LAND



Hewlett, the young wizard, gets an idea of what a wrong spell can do.

Enemies get progressively harder as you make your way through levels.





Dive-bombing birds don't give you much of a chance to collect needed icons.

HELPFUL ICONS



Gain an extra life here.



Skip the current level.



50 point fruit bonus.



Secret bonus book.

MAGIC WEAPONS



Mega bomb power.



Fire wand down.



Fire wand up.



Triple fire wand.

LEVEL 2-WET WORLD

Just because you're in water, don't expect the action to slow down.





Be sure to grab and use every possible icon to make your swim easier.

These are some of the fastest fish that you will encounter in the Wet World.



LEVEL 3-PLASTIC ZONE



You must bounce around in order to complete this tough level.

Monsters lurk in every mirky part of this plastic molded level.





Timing a series of jumps perfectly is the only way to get out of here.

LEVEL 4- FUTURE ZONE

Make sure that you check every nook and cranny to find hidden items.





Moving belts make it rather difficult to drudge your way to the top.

Jump quickly before these blocks vanish and Hewlett falls to his fate.



THE GOOD

An array of colors on screen all at once makes this game a real eye-opener.

THE BAD

It would give more of a reason to want to play through the game, if there actually were end Bosses!

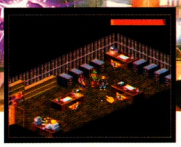
THE UGLY

Hewlett's next spell should be on himself, living life as a one-hit-wonder really gets me down.

SHADOWRUN®

DOWNLOAD OR DIE.







"Not since Zelda and Soul Blazer has there been an action RPG like Shadowrun!"
— DieHard Game Fan, June 1993

"Shadowrun is the best reason to buy an SNES."
— Video Games & Computer Entertainment, May 1993

"Shadowrun could be Super Nintendo's best game yet. I literally couldn't put the controller down!"
— Game Informer, May/June 1993

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

DATA EAST

Data East USA, Inc.,1850 Little Orchard St., San Jose CA 95125.
Shadowrun is a registered trademark of FASA Corporation, used under license by Data East USA, Inc. © 1992 FASA Corporation. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc.

SUPER NES



FACT FILE

TOP GEAR 2

MANUFACTURER	# OF PLAYERS
KEMCO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	64
THEME	**% COMPLETE**
RACING	100%

CHECK YOUR OPTIONS!



Here's the chance for you and your friend to buy different car parts.



Decide which of the 16 countries and tracks you wish to compete in.



Select from a manual or auto transmission for your racing machine.

WATCH THE WEATHER!



Check what the weather conditions are like before you hit the race track!



This fog really takes away visibility, but luckily doesn't affect the tire traction at all. Play it safe.

Better have some good tires in this drenching downpour! Slow down for sharp turns.





Snow reduces visibility and makes for a very dangerous race. Try to slide into a snowbank!

Who turned out the lights? Stay alert—it can be very hard to see at night on this road!



Get ready to race, 'cause this one's for real! This game is one of the most intense driving games to ever come out. Awesome scaling and cool looking backgrounds make for a wild race. Starting with your basic car, you have to win races to earn enough money to upgrade the car. Choose different engines, transmissions, tires, body armor, and even visit the paint shop! Cover the entire globe in your search for glory. Race in many different countries and unique tracks. Varying weather conditions (like snow, fog and rain) change the feel of the tracks and reduce visibility.

HOW GOOD ARE YOU?



See how well you did in the race.



This table shows the total status.

THE GOOD

Awesome speed and intense scaling give this game a real racing feel that is very exciting.

THE BAD

With some of the bigger engines, when you hit the nitro, it's a little hard to hold it in the corners.

THE UGLY

Better watch those curves, 'cause if you hit the barriers one too many times, your car really flips out!


HAVOC IS SAILING
YOUR WAY SOON...
THE SEVEN SEAS WILL
NEVER BE THE SAME.
DATA EAST
SEGA GENESIS™
OFFICIAL
SEGA
SEAL OF
QUALITY
© 1993 DATA EAST USA, INC. SEGA, GENESIS AND THE OFFICIAL SEAL ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

ARCUS ODYSSEY

A long time ago, an evil sorceress named Castomira lived in a land called Arcus. Castomira plotted to destroy the whole world in order to rebuild it according to her own evil design.

Only one had the power and courage to stop the evil one. A good princess named Leaty, who commanded the powers of light, brought these forces to bear against those of Castomira. The two clashed in the most powerful confrontation in all recorded ancient history. After days of fighting, Leaty was victorious and Castomira was confined to the Dark World. To seal her fate, Leaty forged a magic sword. The sword has come to be called The Power of Leaty. The weapon has now been stolen by the followers of Castomira. It is up to these brave warriors to find the sword and restore peace to Arcus. A good action/RPG game with plenty of magic and mystery, plus a great choice of cool players.



WARRIOR

The warrior has very short range but a powerful attack. Best all-around fighter.





MAGICIAN

This magician has a long range magic attack that's very powerful but rather slow.





FEMALE WARRIOR

Her ball & chain attack is strong and it will spin around her, covering a wide range.





ARCHER

Superior speed and attack range, but she's less powerful than the other warriors.



ACT 1

Start your journey by going through the old village to reach the maze.







Once in the maze, search for magic treasure chests. Also look for the prisoner who escaped—he knows the way out.

ACT 2

Find the key for the prison to let the innocent people out.







One prisoner will join you on the quest— if you let her. Another will direct you to the key to leave this maze.



FACT FILE

ARCUS ODYSSEY

MANUFACTURER	# OF PLAYERS
RENOVATION	1 or 2
DIFFICULTY	**AVAILABLE**
MODERATE	1st Qtr. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	8
THEME	**% COMPLETE**
ADVENTURE	95%

THE GOOD

A great story line, plus this game is easy to learn and a lot of fun to play.

THE BAD

Wish the game would get a little more involved, and had more levels to fight through.

THE UGLY

Disappearing, reappearing monsters. It's ether that or they breed faster than rabbits.

USE MAGIC!



Use this menu to choose the magic you collect during your journey.

Magic like this elemental summoning will help you survive this journey.



Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!









Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA CD

RENOVATION PRODUCTS

Renovation Products, Inc.
4655 Old Ironsides Dr., Suite 265
Santa Clara, CA 95054

Licensed by Sega of America, Inc. for play on the Sega CD™ System. Sega, Sega CD and the official seals are trademarks of Sega Enterprises, Ltd. Road Avenger is a trademark of Renovation Products, Inc. ©1992 Data East. ©1993 Telenet (Wolf team)/Renovation Products, Inc. All rights reserved.

SUPER NES

CHAMPIONSHIP POOL

Billiard Congress of America presents
CHAMPIONSHIP POOL
Mindscape Inc.

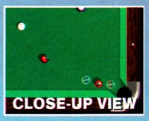
FACT FILE
CHAMPIONSHIP POOL

MANUFACTURER	# OF PLAYERS
MINDSCAPE	1 TO 8
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
SPORTS	100%

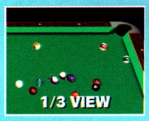


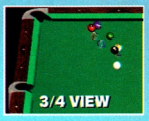
Challenge yourself against the computer or up to 8 players in this realistic pool simulation. Make your choice between four types of games including: Freestyle, Party, Tournament, and Challenge. A variety of games are at your disposal. These include Eight Ball, Nine Ball, Rotation, One Pocket, Speed Pool, and many others. Multiple viewing angles are at your disposal with the touch of a button. Zoom into the shot you want to make and use the animated aiming tool to get it in the pocket of your choice. Use the power meter for those long shots. Multiple menus will give you advice, instant replay, a juke box and more!





Choose a favorite angle of the pool table from one of four different views.





THE GOOD
This is a great looking simulation. The views are cool and the game actually plays like the real thing.

THE BAD
There are a lot of menus within other menus that might confuse the young player. It's pool, not an RPG.

THE UGLY
The four musical selections from the Juke Box sound like they came from a B movie. Just turn them off!

FREESTYLE AND PARTY









The Freestyle game has no set rules of play. Just mess around with your own trickshots and options. In the Party game, two to eight players can take turns at the table playing games like rotation and speed pool.

TOURNAMENT









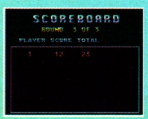
In Tournament pool, there are only two game types: Eight ball and Nine ball. Choose your break type and challenge 32 contestants in five elimination matches each! Watch it! The computer is nasty!

CHALLENGE









Play up to six games in Challenge Pool. Make sure you follow all of the rules in this series of games, or your challenge will be cut short. The computer will keep your score and then rate you at the end of your series.

WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...

Survival Tip #2





Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

FEATURES
8 MEG GAME PAK
20+ LEVELS
ROTOSCOPED ANIMATION
FALL 1993

Nintendo

Official Nintendo Seal of Quality

DTMC is a Registered Trademark of DTMC Inc. Reg. U.S. Pat. & T.M. Off.
Lester the Unlikely is a trademark of DTMC. Lester the Unlikely developed by Visual Concepts.
Nintendo®, Super NES™ and Super Nintendo Entertainment System® are trademarks of Nintendo of America. ©1993 Nintendo of America Inc.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

ELECTRONIC GAMING MONTHLY & KONAMI ARE FIRED UP FOR A LETHAL ENFORCERS CONTEST!



LETHAL ENFORCERS™

ELECTRONIC GAMING MONTHLY

KONAMI®

LETHAL ENFORCERS CONTEST ENTRY FORM

Name_____

Address_____

City, State_____

Zip Code_____

Phone (____)_____

What is the name of the Konami gun included with Lethal Enforcers?_____

HOW TO ENTER:

Correctly answer the qualifying question and complete the entry form, then mail to:

LETHAL ENFORCERS CONTEST (EGM)
1920 Highland Avenue, Suite 282
Lombard, IL 60148

CONTEST PRIZES!



1 GRAND PRIZE:
- Lethal Enforcers Arcade game

10 FIRST PRIZES:
- Lethal Enforcers Video Game for Sega Genesis or Sega CD

10 SECOND PRIZES:
- 1 Year Subscription to EGM

15 THIRD PRIZES:
- An EGM In Your Face T-Shirt

Contest Rules: All entries must be received by January 1, 1994. EGM or Konami (America) Inc. are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by February 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Konami (America) Inc. and their affiliates are ineligible to enter. Konami (America) Inc. and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Konami (America) Inc. or Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Sega™, Genesis™ and Sega CD™ are trademarks of Sega Enterprises Ltd. All rights reserved. Konami® is a registered trademark of Konami Co. Ltd. Lethal Enforcers is a trademark of Konami (America) Inc.

ActRaiser 2™

One of the most anticipated sequels this season!

COMING THIS WINTER









All-new areas filled with better graphics and music are sure to set your Super NES on fire!

1. 12 MEGs of searing action
2. 7 stages and over 14 new areas
3. Vivid, mind-blowing graphics
4. Intense, orchestrated music
5. Enormous, imposing enemies

ENIX

ENIX AMERICA CORPORATION
2679 151st Place NE, Redmond, WA 98052-5522

MARIO'S TIME MACHINE

Allright class! It's time for a history lesson with everyone's favorite plumber, Mario! He's not your ordinary teacher! Mario's Time Machine is a challenging and thought-provoking trip through the continuum of time.

Mario's mission is to help the various historical figures through some pivotal times in their lives. By collecting certain important items, Mario can literally make history. However, to access the time machine, Mario must first answer questions related to the famous person whose time he must travel to.

Sounds easy enough, right? Well, hold your horses, because it's not a cakewalk! The questions are challenging and often require some heavy duty synapse-straining. Whoa!

Young and old will have fun playing Mario's Time Machine. It's a real trip! Who knows, you might even learn a thing or two!



Here's Mario's portal through time. Simply program where you want Mario to go!



Check it out! Mario hangs ten! Aim for the mushrooms and then the whirlpools.



Florence, 1505—Travel back to the days of the Renaissance to help Leonardo da Vinci complete the famous *Mona Lisa*. Promptly return Leo's sketch books and you've finished the level!

Orleans, 1429—Try to locate Joan of Arc on the battlefield at Orleans. Return a shield to her that she lost so she can win the war against the English for the Dauphin. After you give her the shield, you are done with the level.





Cambridge, 1687—Hunt around for Sir Isaac Newton. When you find him, give him the famous apple so he can discover the theory of gravitation. Once this task is completed, you may leave the level.

Philadelphia, 1776—Thomas Jefferson has lost the Declaration of Independence! Mario must recover it and return it to Thomas Jefferson pronto! Mario can return to his own time upon doing this!





Vienna ,1824—Ho-boy! Ludwig Von Beethoven has lost his most important piece of music yet! Find Beethoven and return this symphony to him so that he may become famous! It's all up to you, Mario!

THE GOOD

This is a great game for the little kiddies. It is both fun and educational. Even I learned something!

THE BAD

If you're expecting another Mario game, forget it! This game may disappoint a lot of die-hard Mario fans.

THE UGLY

I can hear them now, "Hey, let's make an educational video game!" C'mon guys, leave it in school!



FACT FILE
MARIO'S TIME MACHINE

MANUFACTURER	# OF PLAYERS
MINDSCAPE	1
DIFFICULTY	**AVAILABLE**
EASY	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A MEG	N/A
THEME	**% COMPLETE**
EDUCATIONAL	95%

GET A MAJOR

Clay Fighter™

TAFFY



LICENSED BY Nintendo

© 1993 Interplay Productions, Inc. and Visual Concepts. All rights reserved. Clay Fighter is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.

Visual Concepts

BEING A "HERO" AIN'T TOO SWEET!

Clay Fighter™

ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION









Where are the world's *real* heroes when there's a battle to be won? Whacking, punching, crushing and flying their way through a laugh-a-minute circus! They are the Clay Fighters! The outrageous clay characters that'll keep you in stitches—and those fake fighters in traction. So let Taffy, the powerful, stretch-able candyman, and the rest of the gang treat you to some real smashing fun. *Outclaygeous* fighting from *real* heroes. . . ain't life sweet?

Interplay™

17922 Fitch Ave. Irvine, CA 92714

Visual Concepts

LICENSED BY Nintendo

© 1993 Interplay Productions, Inc. and Visual Concepts. All rights reserved. Clay Fighter is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc.

SUGAR RUSH!

This guy's no sweet-tempered sissy. He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

The rush is on to get in on all of the hilarious fighting power of Clay Fighter. Because if you take your sweet time, you might miss all the fun!

Thank You Card

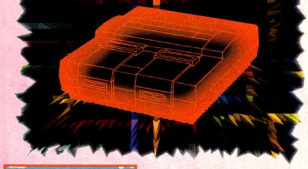
Dear wonderful parent,
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be O.K. with me. Did I say you were awesome, too?
Your loving kid,



Cut here and give to parent

Interplay™

17922 Fitch Ave., Irvine, CA 92714





FACT FILE

WE'RE BACK!

MANUFACTURER	# OF PLAYERS
HI-TECH EXP.	2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	15
THEME	**% COMPLETE**
ACTION	100%

BUDS TO HELP YOU OUT



ELSA: Swoops down and carries Rex off to secret areas.



VORB: Flies by and gives Rex some Brain Grain to gnaw on.



WOOG: Knocks through blocks which Rex can't get access to.



DWEEB: Runs ahead of Rex to protect him from many enemies.

MANHATTAN ZONES



In the city of Manhattan, Rex must climb buildings to get past obstacles.

THE SUBWAY



Enemies now try to shoot you. Don't get hit by the train or it's over.

CRANE BOSS



Avoid the metal jaws that try to decapitate you. Jump on the eye to destroy it for good.

HELPFUL ICONS

DINO EGG — Earn 100 points.

BRAIN GRAIN — increase your status.

1-UP — Gain an extra life.

FOOD — Fills up the life meter.

CONSTRUCTION ZONE



Timing is the key to this level, just one wrong move and you're dino bits.

PARADE ZONES



Rex must take advantage of the balloons to make his way to the end of these stages.

ICON TO AVOID

BRAIN DRAIN

This nasty icon will drain Rex's life meter.

BALLOON BOSS



Professor Screw Eyes is sure full of hot air. To pop his bubble, jump on his head.

We're Back!

THE GOOD

Having your friends help you out in tight situations really helps Rex out on his quest.

THE BAD

Being a T-Rex you'd think you could munch on dudes. Wrong! Instead you throw like a limp-wristed girl.

THE UGLY

It's one thing to fight enemies that are fat, but they could at least buy shirts that fit.

Rex was once your average dinosaur with an attitude and temper. Until one day, an inventor from the future decided to test market a new product; giving Rex and his friends Brian Gain, which makes them smarter and able to have a cool attitude. And with the help of time travel by Captain New Eyes, the inventor that was able to make this all happen, Rex is able to exist in the future. But sure enough, New Eyes' evil brother, Professor Screw Eyes, has some other plans for Rex and his friends. Screw Eyes wants to make Rex and his buds dumb and angry again, with his Brain Drain formula, and turn them into a prehistoric circus attraction. Screw Eyes has kidnapped Rex's first friends, Louie and Cecilia, to try to lure him in. Now it is up to Rex and his buds to save them by going through various areas in the city to defeat Professor Screw Eyes once and for all. So move over Barney—Rex the Dinosaur is in town. He is going to teach Professor Screw Eyes a real lesson or two.

THE BATTLE TO SURVIVE JUST GOT UGLY!



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers – Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.



Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.



ACTIVISION.

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Alien and Predator TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

SUPER NES

TIME SLIP





FACT FILE

TIME SLIP

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8	6
THEME	**% COMPLETE**
ACTION	90%

RUNNING AND JET-BIKE WEAPONS AND ITEMS



BUBBLE BURSTER Releases 5 bursts.



TIME BOMB Slows time down.



GRENADE Lob this weapon to either side.



SHIELD Temporary protection from harm.



TIME CRYSTAL Adds to your suit.



BATTERY POWER Increases the meter.



3-WAY FIRE Powerful bike icon.



BATTERY HEALTH Bike bullet increase.



SMART BOMB Blow up everything.

THE GOOD

The game plays pretty well. After a few minutes, you can get used to how the game plays.

THE BAD

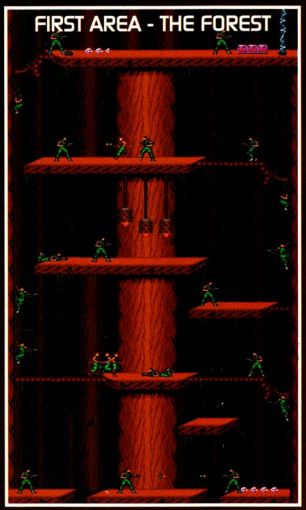
The graphics aren't anything to cheer about and the concept is old and overused. Let's get original.

THE UGLY

That second Boss is one ugly dragon! His bad breath could even set the rocks on fire!

Astronomers of Tirmat find a dangerous temporal rift that is growing directly in the path of their planet. To survive, they plan to take over Earth by going back in time—to eras where the Earth's weapons are too weak to defeat them. Earth has one man left to go against the Tirmatian force. He must face them alone.

In this game, you can power-up your normal gun four times over and shoot in five directions. Destroy canisters along the way that hold vital items such as shields, time crystals, and bubble bursters. Avoid enemies from different time periods and use your skills to ride a speeder bike through treacherous areas.









SECOND AREA - The dark caves hold annoying skulls and hidden lava golems that spring from rocks.









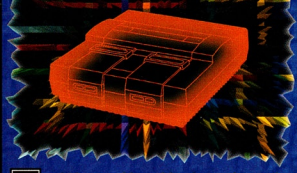
THIRD AREA - Swinging maces, spiked, falling blocks, and deadly cannons fill this area with danger!





SPEEDER BIKE - In the Cretaceous Era, avoid creatures from the past. Follow the arrows.


A SNEAK PEEK OF
WHAT'S TO COME!
T2
THE HEAVY METAL EYE OPENER
ARRIVES IN DECEMBER
GENESIS
SUPER NINTENDO
ENTERTAINMENT SYSTEM
GAME GEAR
Acclaim
entertainment inc.
TERMINATOR, T2, ENDOSKELETON and Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada), and used by Acclaim Entertainment, Inc. under authorization. Sublicensed by Midway Manufacturing Company from Acclaim Entertainment, Inc. © 1991 Midway Manufacturing Company. The Arcade Game™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All Rights Reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. Arena and LJN are divisions of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. All rights reserved.



MEGA MAN X

MEGA MAN GOES TO SUPER NINTENDO!

Yes! It's true, Mega Man is coming to the Super NES! This time the story is completely different from the NES line, but the game play is essentially the same: run, jump, and shoot the bad guys! However, there are many new movements, like jumping off walls, being able to use objects that failed enemies were once using, and much, much, more! The game is currently under development for a possible Christmas release! Stick with EGM for more information and pictures as it trickles out on this upcoming cart!

THE GOOD

Improved graphics and sound make this a must-have for all Mega Man fans!

THE BAD

Awesome looking game! Let's see more of it! Come on guys—share!

THE UGLY

Mega Man wincing in pain when he gets hit!

FACT FILE

MEGA MAN X

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	8+
THEME	**% COMPLETE**
ACTION	50%

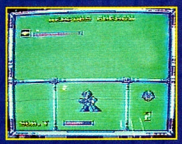
EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





With any 8-Bit version going to 16-Bit, there will be improvements! Note the improvement in detail with Mega Man X for the Super NES (top) over Mega Man IV for the NES (below)! What a difference!



NO RUSH?

Will Rush be in Mega Man X? Maybe, however there is an Options screen when you hit the START button! It shows the number of lives you have left and other such vitally important statistics!





HIGHWAYS & CAVERNS:

This level involves running along the high-rise freeway (above), jumping over crumbling concrete and watching for enemies—especially large flying ones! Jump on a mine cart (below) and speed through an underground cavern! Check out the baddie with the Pick—doesn't he look familiar?



FROM THE DIARY OF DR. SMITH

DATE: LATE 21ST CENTURY

SUBJECT: Archeological dig conducted by Dr. Smith.

SUMMARY: I have found a strange underground lab that at one point belonged to a man named Dr. Light. I have found a strange capsule which contains Smith's greatest achievement, a robotic human simply named "X." I will free this creation from its capsule...

DATE: A FEW DAYS LATER

SUMMARY: I have used Dr. Light's notes on X to create a new series of robots called Reploids that can think for themselves. Things are going well: The public loves them and we have perfected their mass production. The assembly lines are rolling day and night. It seems to be a huge success...

DATE: YEARS LATER

SUMMARY: Reploids are completely integrated into society and are part of everyday life. However, occasionally Reploids go maverick and must be terminated. This has happened so often we had to specially design some Reploids to deal with such problems. They are called Maverick Hunters, and exist solely as terminators of renegade Reploids.

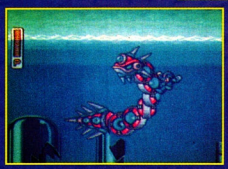
DATE: SOME YEARS LATER

SUMMARY: Something terrible has happened! The greatest of the Maverick Hunters (a Reploid named Stigma) has decided humans are inferior and must be destroyed. Stigma has recruited other Maverick Hunters and started an uprising by declaring war on the humans. Our only hope is the original Reploid X, who has joined forces with Zero, the only remaining Maverick Hunter not under Stigma's influence. Time is running out...

THE BATTLE RAGES ON EVERYWHERE: BY LAND, SEA AND... AIR?

That's right—now you can be on a level fighting field where you can use the enemies' weapons against them! Battle hand-to-hand with giant robots you completely control!





You're under the sea now, but don't expect to find any friendlies down here! Hitch a ride on some undersea life if you can! Also keep an eye out for spikes on the sea's floor!

The old "charge trick" of holding down the button for a huge laser blast will also work here! This menacing submarine is searching for a target! Stay out of his sights!



CHIPS & BITS Inc

PO BOX 234
ROCHESTER, VT 05767
CALL 802-767-3033
FAX 802-767-3382

BUY 4 IN STOCK GENESIS/SNES OR 3 TURBOGRAFIX/GAME GEAR GET 1 FREE*

GENESIS HARDWARE

Genesis System 2	$99
Genesis CD System 2	$229
4 Way Play Adaptor	$29
6 Button Arcade Stick	$34
Arcadian Joystick 6B	$54
Ascii Pad 6 Button	$28
Competition Joystick SF2	$74
Fighter Stick	$44
Genesis Activator	$64
Power Plug	$34
Pro Action Replay	$79
Remote Control Pad	$38

GENESIS ADVENTURE

Aladdin	$49
Alien Vs Predator	$49
Awesome Possum	$54
Batman:Revenge of Joker	$34
Blades of Vengeance	$44
Castlevania	$49
Chakan Forever Man CD	$49
Channel X CD	$49
Chester Cheetah 2	$52
Chuck Rock 2 (cart/CD)	$49
Cliffhanger (cart/CD)	$49
Desert Demol/R.Runner	$43
Devastator CD	$46
Dracula (cart/CD)	$52
Dragons Lair CD	$49
Dune 2	$49
Flintstones	$42
Golden Axe 3	$49
Goofy	$46
Haunting	$47
Home Improvement	$49
Incredible Crash Dummies	$43
Incredible Hulk	$54
Indiana Jones CD	$43
Itchy & Scratchy	$43
James Pond 3	$44
Jim Powers Lost Dimensn	$49
Joe & Mac	$46
Journey Center Earth CD	$52
Jurassic Park CD	$49
Last Action Hero (cart/CD)	$52
Looney Tunes CD	$49
Mad Dog McCree CD	$49
Metal Fang CD	$49
Out of this World CD	$52
Rebel Assault CD	$49
Ren & Stimpy Show	$43
Rise of the Dragon CD	$43
Robocop Vs Terminator	$56
Rocket Knight Adventures	$46
Rolling Thunder 2 or 3	$52
Secret Monkey Island CD	$44
Socks the Cat	$52
Sonic Hedgehog 2 CD	$49
Sonic the Hedgehog 3	$49
Space Pirates CD	$49
Spiderman & X-Men	$46
Spiderman vs Kingpin CD	$43
Splatterhouse 3	$54
Star Trek Next Gen CD	$49
Strider 2	$49
T2:Judgement Day	$43
Terminator CD	$52
Time Killers	$56
Toe Jam & Earl 2	$43
Zombies Ate My Neighbor	$46
Zork CD	$46

GENESIS SPORTS

2020 Super Baseball	$52
ESPN Baseball or FB	$56
ESPN Baseball or FB CD	$52
Joe Montana FB CD	$49
Madden Football 94	$54
Mutant League Hockey	$52
NBA Basketball (cart/CD)	$49
NBA Jam Session	$54
NFL SportsTalk FB 94	$49
NHL Hockey 94 (cart/CD)	$52
Tecmo Super Bowl	$56
Tecmo Super NBA	$54
Vitale Basketball	$54
WCW Super Brawl	$54
WWF:Royal Rumble	$49
World Series BB (cart/CD)	$49

GEN KICK & PUNCH

BattleToads/Dble Dragon	$52
Eternal Champions	$56
Fatal Fury 2	$54
King of the Monsters 2	$46
Mortal Kombat	$56
Mortal Kombat CD	$46
Street Fighter 2 Champ Ed	$64
Streets of Rage 3	$59
TMNT:Tournament Fighter	$59

GEN ROLE PLAYING

Battletech (cart/CD)	$52
Genghis Khan 2	$59
Might & Magic 3	$54
Phantasy Star 4	$69
Pirates! Gold	$52
Star Quest	$52
Ultima Underworld CD	$49
Vampire Killer	$52

GENESIS SHOOTERS

Blaster Master 2	$46
Body Count for Menacer	$43
Gauntlet 4	$46
Grindstormer	$46
Gunstar Heroes	$44
Lethal Enforcers w/gun	$69
Monster Hunter / Menacer	$43
Ranger X	$43
Robo Aleste CD	$43
Silpheed CD	$43
T2:Arcade Game CD	$49
Total Carnage (cart/CD)	$49

GENESIS SIMULATION

AH-3 Firehawk CD	$46
F15 Strike Eagle 2	$54
F19 Stealth Fighter	$59
Gunship	$46
Nigel Mansell WCRacing	$49
Pacific Theater Ops	$59
Racing Aces CD	$49
Speed Racer	$56
Super Battletank 2 CD	$44
Thomas the Tank Engine	$43
Turn & Burn:No Fly Zone	$49
Virtua Racing	$56
Wing Commander CD	$43

GENESIS STRATEGY

Breach	$49
Columns 3	$46
Dragons Fury 2	$46
Family Feud	$49
HUMANS 1 or 2	$49
Jeopardy 2	$49
Romance 3 Kingdoms 3	$59
Shanghai 2	$44
Sonic Spinball	$43
Super Battleship	$45
Warrior of Rome 3 CD	$52
Wheel of Fortune 2	$49

SNES HARDWARE

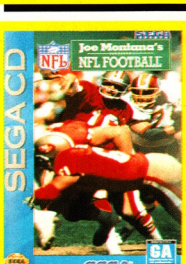
Championship Joystick	$69
Comp Capcom FP Stick	$69
Fighter Stick	$44
Super MultiTap/Bombrman	$59
Super Nintendo System	$149
Super NES CD System	$299

SNES SHOOTERS

Bazooka Blitzkrieg	$46
Bio Metal	$49
Kaboom	$44
Lethal Enforcers w/gun	$69
Operation Logic Bomb	$54
Sky Blazer	$52
Soldier of Fortune	$59
Super Nova	$49
Total Carnage	$52



'LUFIA' The Sinistrals, four masters of Doom, arrived in this land on their floating island 100 years ago. You begin your long and difficult quest by traveling through time to join in a tremendous battle against them. **$54**



'JOE MONTANA NFL FOOTBALL' Sega's first NFL CD game puts you in control of all 28 teams and the greatest quarterback in NFL history. Play Exhibition, League, Playoffs and Super Bowl. Then compete against the 10 greatest Super Bowl champs ever! Features scaling and zoom effects that create an "on the field" realism! **$49**



'MORTAL KOMBAT' Fight matches against six other fighters in one on one and two on one bouts and earn yhour way to the final battles against the masters Goro and Shang Tsung. Features special moves based on the hit arcade game. **$59**



'WORLD HEROES' Well known warriors travel through the globe and through time as they pit themselves against each other. Battle in a death match with electric fences or against another player. 16 MEGS of arcade action. **$64**

Shipping to US,PR,AK,HI,APO & FPO $4 per order. Air Mail to Canada $6 per order. 2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.

SNES ADVENTURE

ActRaiser 2	$52
Aladdin	$56
Alien vs Predator	$49
Batman:Revenge of Joker	$49
Bugs Bunny:Rabbit Ramp	$54
Chester Cheetah 1 or 2	$56
Chuck Rock 1 or 2	$49
Cool SPOT	$49
Daffy Duck/Marvin Martian	$52
Dracula	$52
Flashback	$54
Flintstones	$52
Goof Troop	$54
Home Improvement	$49
Incredible Crash Dummies	$49
Incredible Hulk	$54
Inspector Gadget	$49
Itchy & Scratchy	$49
Jim Powers Lost Dimensn	$54
Joe & Mac 2	$54
Jurassic Park	$56
Last Action Hero	$52
Mario & Wario	$54
Mega Man X	$59
Ren & Stimpy Show	$52
Robocop Vs Terminator	$56
Rocky Rodent	$49
Socks the Cat	$56
Star Trek Next Generation	$59
Super Empire Strike Back	$59
Super Godzilla	$54
Super Return of the Jedi	$59
T2:Judgement Day	$54
Time Killers	$56
Time Trax	$52
Zombies Ate My Neighbor	$49

SNES SIMULATION

Airborne Ranger	$49
Battle Cars	$49
Desert Sword	$54
FX Trax	$56
Falcon 3.0	$54
Jaguar Racing	$52
Lock On	$49
Micro Machines	$49
Pacific Theater Operations	$59
River Raid	$46
Road Riot 4WD	$29
Rock & Roll Racing	$49
Super Battle Tank 2	$54
Super Chase HQ	$49
Super F1 2	$56
Super Off Road:Baja	$52
Thomas the Tank Engine	$49
Top Gear 2	$49
Turn & Burn:No Fly Zone	$54
Wing Comm Secret Miss	$52

SNES ROLE PLAYING

Dragon Warrior 5	$59
Dungeon Master	$59
Eye of the Beholder	$59
Final Fantasy 5	$56
Genghis Khan 2	$59
Lord of the Rings	$54
Magic Candle World	$54
Might & Magic 2	$56
Paladin's Quest	$54
Shadow Run	$56
Ultima 6	$59
Warrior of Rome 3	$54

SNES KICK & PUNCH

Art of Fighting	$59
BattleToads/Dble Dragon	$59
Clayfighter	$56
Fatal Fury 2	$59
King of the Monsters 2	$52
Mortal Kombat	$64
Ranma 1/2:Hard Battle	$54
Sengoku	$49
Super Ninja Gaiden	$59
TMNT:Tournament Fighter	$59
Ultimate Fighter	$56
WCW Super Brawl	$49
World Heroes	$64

SNES SPORTS

Brutal Football	$52
ESPN Baseball or FB	$56
Football Fury	$46
Hardball 3	$56
Legends of the Ring	$54
Madden Football 94	$52
Muhaamed Ali Boxing	$49
NBA Jam Session	$62
NHL Hockey 94	$52
Riddick Bowe Boxing	$52
Side Pocket	$49
Super Davis Cup Tennis	$44
TKO 2	$49
Tecmo Super Bowl	$59

ATARI JAGUAR

Jaguar System	$249
Battle Zone 2000	$59
Checkered Flag 2	$59
CyberMorph	$59
Raiden	$59

ATARI LYNX

Lynx System	$99
Castle Wolfenstein 3D	$36
Checkered Flag	$36
War Birds	$36
Xybots	$39

TURBO GRAFIX

Turbo Duo	$289
Madden Football Sup CD	$44
RoboTech Super CD	$47
Wizardry 1 & 2 Super CD	$44
World Heroes Super CD	$46

GAME GEAR

Game Gear System	$129
Mortal Kombat	$38
NFL FB Joe Montana	$32
Ren & Stimpy Show	$32
Streets of Rage 2	$32

NEO GEO

Neo Geo Gold System	$569
3 Count Bout	$199
Art of Fighting 2	$199
Samurai Showdown	$199
World Heroes 2	$199

*FREE GAME OFFER

Buy any 4 in stock Genesis or Super Nintendo games and choose a 5th game free from the list below. Offer subject to change or cancellation without notice. Valid from October 1st through December 15th or while supplies last.

GENESIS

Lightning Force, Exile, Smash TV, Explorer Pad, Valis, Young Galahad, Where in Time is Carmen San Diego, Power Pad

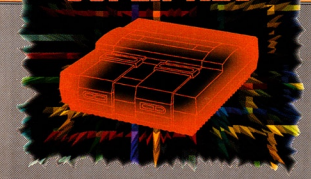
SNES

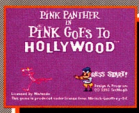
Super Ghouls & Ghosts, Xardion, RMP Racing, Harley's Humungous Adventure, Hunt For Red October

TERMS & CONDITIONS

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Defectives replaced with same product. Price, offer & availability subject to change. All Sales Final.

NOV EGM 1





FACT FILE
PINK GOES TO HOLLYWOOD

MANUFACTURER	# OF PLAYERS
TECMAGIK	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	12
THEME	**% COMPLETE**
ACTION	100%

THE GOOD
The graphics are cute and well done. The music is phenomenal for each and every stage.

THE BAD
The control needs some work. You are too vulnerable to hits from objects that are off the screen.

THE UGLY
What's in that pink spray can? Bug spray? How that can ward off bones and lightning bolts is beyond me!

The Pink Panther is always getting himself into trouble. This time, he has wandered into a movie studio in Hollywood and is lost within the scenery! Besides avoiding Inspector Clouseau, he must also go through a maze of levels with different enemies and music within every stage. In each scene, Pink has a hat that goes along with the movie set he is currently in. This acts as protection from one hit. Once you lose it, you will be vulnerable to damage. Along the way, you will find Tricks and Toll cards. When you pick up a Trick, you can use it to attack or freeze your foes. For example: Pick up a Trick and turn it into a fly swatter. It will attack your enemies for you temporarily. Toll cards have different symbols on them, indicating how it will help you. Just drop the card in the toll box and it will help you on your way!



REFRIGERATOR
Go through the ice machine in the refrigerator. Watch for flying olives and bottle caps. For the Stuffing Battle, enter through the turkey. Watch for stuffing balls, various vegetables and bones that try to stop you.



PINK IN HOOD
Enter through the book on this high shelf. Jump through a maze of branches to make it into the castle. Squirrels, archers and eagles who carry you off to another section of the level will do anything to hinder you.











PINK RANGER
The boot on this shelf at the end of *Honey, I Shrunk the Pink* sets our panther in a western town. Jump over the cowboy boots and tumbleweeds. Ride the cart in the gold mine and survive the Sasparilla Saloon.



JUNGLE PINK
Enter through the painting to get in this stage. Memorizing maps of doors is the key to this level. Navigate your way out of the jungle and avoid wild animals such as dinosaurs, alligators and spiders.









PINK PANTHER'S TOLL CARD ICONS



PINK GOES TO HOLLYWOOD



Pink Panther © 1993 Mirisch-Geoffrey-D-F.

SUPER TOUR IS HERE...

EGM & HERO ILLUSTRATED SUPER TOUR '93

THE 1ST ANNUAL MALL BLOWOUT!

PLAY UNRELEASED GAMES!

SPECIAL CONTESTS!

MEET ARTISTS!

WIN BIG PRIZES!

FREE ADMISSION!

Join TEAM EGM and become a part of the hottest show to hit America! The 1st Annual EGM/HERO SUPER TOUR is rolling across the U.S., with a power-packed program filled with all the explosive excitement that is EGM!

Twelve different cities in twelve weeks will host EGM and give you a once-in-a-lifetime chance to play special preview copies of upcoming games and compete for incredible prizes!

You'll also get info. on upcoming movie releases and have a chance to meet comic artists ready to talk and sign copies of your favorite titles! Throw in the FREE HERO SUPER TOURBOOK, filled with playing strategies and fantastic V.I.P. news on the best games in the biz, and you have a show that's just too good to pass up!

Don't miss your chance to become part of the TEAM EGM! Watch these pages for updated reports and remember that only EGM brings the best that video games have to offer *you!*

AT A CITY NEAR YOU*!

AUGUST 13-15	MIAMI, FL	SAWGRASS MILLS
AUGUST 20-22	SAN ANTONIO, TX	NORTH STAR MALL
AUGUST 27-29	SAN DIEGO, CA	PLAZA CAMINO REAL
SEPTEMBER 3-5	LOS ANGELES, CA	DEL AMO FASHION CENTER
SEPTEMBER 10-12	SAN FRANCISCO, CA	MALL AT NORTHGATE
SEPTEMBER 17-19	CHICAGO, IL	WOODFIELD MALL
SEPTEMBER 24-26	MINNEAPOLIS, MN	MALL OF AMERICA
OCTOBER 1-3	DANBURY, CT	DANBURY FAIR MALL
OCTOBER 8-10	PITTSBURGH, PA	CENTURY III MALL
OCTOBER 14-16	PARAMUS, NJ	GARDEN STATE PLAZA
OCTOBER 22-24	ATLANTA, GA	TOWN CENTER AT COBB
OCTOBER 29-31	NEW YORK, NY	SMITH HAVEN MALL
NOVEMBER 19-21	PHILADELPHIA, PA	KING OF PRUSSIA PLAZA

Sponsored By:

HERO ILLUSTRATED

EGM

ACCOLADE GAMES WITH PERSONALITY

electronics boutique

TENGEN VIDEO GAMES

Babbage's

SEGA

GAMETEK™

HUDSON GROUP HUDSON SOFT®

Interplay

Virgin GAMES

T.T.I

MINDSCAPE® FROM THE SOFTWARE TOOLWORKS®

TRADEWEST

ELECTRONIC ARTS®

THE SOFTWARE TOOLWORKS®

*Final Cities May Be Changed Without Notice.

FROM THE NUMBER ONE NAME IN VIDEO GAME MAGAZINES...EGM!

G&G/CAPTRON Stores

HOT SHEET



Yoshi's Safari
From Nintendo
For The Super NES

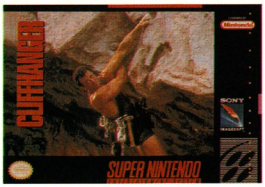


Super Mario All Stars
From Nintendo
For The Super NES



ClayFighter
From Interplay
For The Super NES

Super Nintendo Entertainment System



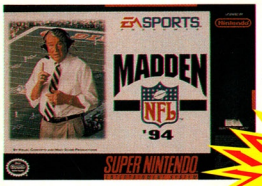
Cliffhanger
From Sony
For The Super NES



ESPN Baseball Tonight
From Sony
For The Super NES



Art Of Fighting
From Takara
For The Super NES



Madden NFL'94
From Electronic Arts
For The Super NES
(Also Available For The Sega Genesis)

Coming Nov. 19

Available For The Sega Genesis & Super Nintendo EntertainmenSystem

Arcade Quality Joystick



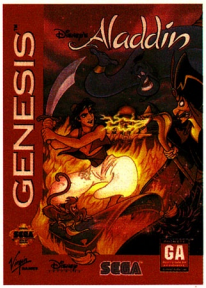
Pro Player
From Naki
For The Sega Genesis & Super NES

G&G/ CAPTRON STORES

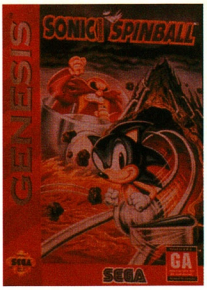
Call 1-800-262-7462 For The Location Near You.



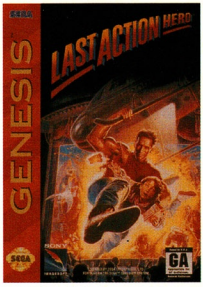
Street Fighter II Special Championship Edition
From Capcom
For The Sega Genesis



Aladdin
From Sega
For The Sega Genesis



Sonic Spinball
From Sega
For The Sega Genesis



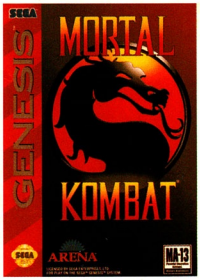
Last Action Hero
From Sony
For The Sega Genesis

For Game Gear



Tesserae
From Gametek

Sega Genesis



Mortal Kombat
From Acclaim
For The Sega Genesis



Jeopardy
From Gametek
For The Sega Genesis



Sega Genesis
From Sega

- Knowledgeable Gaming Staff In Every Store
- Free Pro-Tips and Back Door Information
- Free Game Trial
- Wall-To-Wall Slammin' Titles
- Super Specials Every Week

G&G/ CAPTRON STORES

Mail Order

1-800-262-7462

G&G/CAPTRON
$3 Off
Any Title In This Ad
(Software Only)
With This Coupon
Coupon expires 11/31/93. Not valid with any other discount offer. Limited to stock on hand.

G&G/CAPTRON
Free Cleaning Kit
With purchase Of Featured Products
With This Coupon
Coupon expires 11/31/93. Limited to one promotional cleaning kit per customer. Valid while supplies last.





STAGE 1: THE ANCIENT RUINS

The first part of this stage scrolls horizontally. Keep moving to the right, only stopping to pick up power-ups and other items the bird drops on the ground. 1) A tough Red Guard will meet you here and you can't continue until he is destroyed. Grab him and throw him repeatedly against the sand bag pile, then move on. 2) This Mid-Boss is a tree that drops bombs and uses a giant inchworm to help him. Keep shooting upward,











Two little guys with a lot of firepower must retrieve four precious gems that have awesome powers in this cross between Contra and Mega Man! One or two can play along as you must run, jump, shoot, and fight hand-to-hand to find the gems!



FACT FILE
GUNSTAR HEROES

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	7
THEME	**% COMPLETE**
ACTION	100%

STAGE 2: UNDERGROUND MINE

Using your trusty mine cart, travel horizontally and vertically through this stage! To switch from top to bottom (or side-to-side) press jump twice rapidly! 1) Look out for soldiers and bomb venders. 2) Strike from above and below. 3) Wait for these horizontal fences to stop, then jump over them. 4) Shoot the three sleeping guards on the train and you will move to a horizontal track. 5) The red Great Soldier will use his own troops as weapons and throw them at you! Keep shooting him and the train blows up.









STAGE 3: FLYING BATTLESHIP

1) Here you must climb upward with the scrolling. Face left and stand where the pipe meets the platform and shoot up. Clear the enemies off, then jump to the level above. 2) A flying yellow guardian soldier will attack with flying kicks—use a homing weapon if you have one. If not, grab him and throw him on the ground! 3) Shoot these generators to get icons. 4) Dispose of this Mid-Boss easily by jumping on top of its foot. When it jumps up, grab the horizontal rope, and stand on it. Point your weapon downward and blast away—it won't touch you! 5) Jump on the wing of this





GUNSTAR HEROES

THE GOOD

Excellent game and a blast with two players! Tons of icons and guns will keep all happy!

THE BAD

Not being able to do both Fixed and Free Shooting with a character.

THE UGLY

Captain Orange and his vertical "Break Wind" power on Stage 3.

TWO-PLAYER ACTION:



In this mode you can use your partner as a weapon! Just throw him like you would any other enemy, except you cause him no harm (as long as he lands on solid ground) and when thrown he destroys enemies!

moving only to avoid harm. 3) A another Red Guard will fight you here. If you have a homing weapon, first throw him upward onto the tree above. Then use your weapon and he will stay up high but never touches you. 4) Jump up the pyramid quickly, step-by-step. Don't bother with shooting enemies and getting icons here—they will only do you harm and slow you down. 5) Bravo Man is the Boss at the top! Although he is big he is easy to defeat: use homing weapons if you have any, or sliding kicks to destroy him. 6) Now you must go down the other side of the pyramid. Don't go too far up or down (off the screen), it will do you damage. Shoot the falling enemies, but jump the shots of the shooting guard who will slide down above you. 7) This is a quick horizontal run. Dodge the slow-moving arms and look out for the bee hives. 8) Pinky Roader and her mechanical robot is the Boss of this stage. Try and slip under one of the machine's legs when it walks, then shoot upward at its belly. Beware, though, it will retaliate with mace-arms that can be avoided.













6) Boss: Seven Force. This Boss will attack you in seven forms (if playing on the Hard Mode) each mode having a special method of attack! You will also battle this Boss traveling horizontally and vertically!







plane and battle the Red Great Soldier! Here he will fly around and drop bombs. Dodge the explosives and retaliate with throws or gunfire. 6) Captain Orange is the Boss here and he wants to pulverize you! He is too unpredictable to use a pattern, so try and keep your distance and keep shooting him. However, if he grabs and slams you, you will flicker—this is your chance to grab him and do the most damage you can: by throwing him off the wing! He will return, but this diminishes his vitality meter the most!

FIXED VS. FREE SHOOTING:

With Fixed Shooting you will stop moving whenever you fire your gun, and can fire in all directions from a fixed point. Free Shooting lets you shoot while you are in motion.


FREE


FIXED

AWESOME FIREPOWER:



Follow Enemies



Torch Baddies



Several Shots



Zap Enemies

You can carry two weapons at once, allowing you to obtain lethal combinations! For example, if you get a Homing and a Laser weapon, your shots will home in on an enemy and stay there as long as the FIRE button is held!

EVEN HAND-TO-HAND:



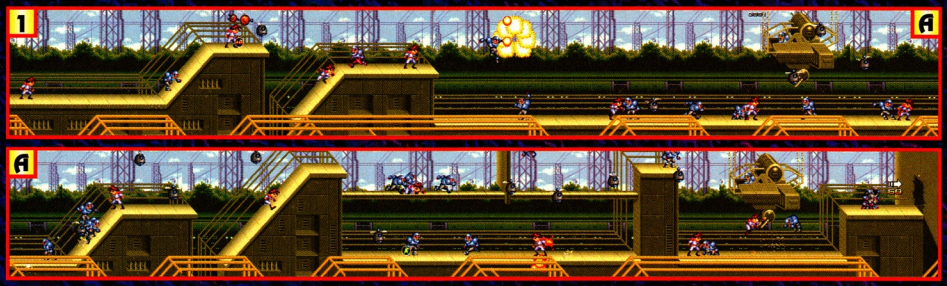


You can also fight hand-to-hand! To throw an enemy, get right on him and press FIRE. To do a ground slide, press DOWN and JUMP. This will bowl over enemies and can smash boxes!

The Fixed and Free shooters have different hand-to-hand moves. The Fixed does jump kicks, Free a dive attack!







STAGE 5: "DESTROY THEM ALL!"

This is the longest horizontal stage in the game! Soldiers will attack you from every direction! Watch the giant flying saucers that attack from above. They can be grabbed and chucked off-screen! The boxes usually contain Heart power-ups; use the slide attack to destroy them. The enemy walkers can be destroyed with a few hits.

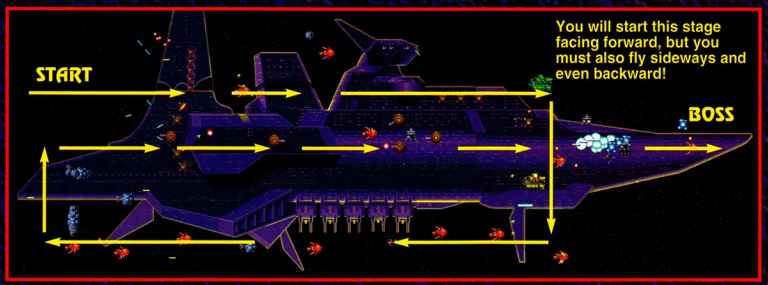


STAGE 6: THE EMPIRE'S SPACE CRAFT

Here you will take to the stars in your spaceship! If you are in Two-Player Mode (A), one person will fly the ship, the other will control the gun that circles around you! The jump button will give a quick speed thrust, and you gather icons the same as you would on other levels. There are several mounted guns on the Empire's ship and you will be attacked by enemy ships as well. You will go around the ship first, then straight toward the front (map below)!



Seven Force is the Boss again (B)! Keep your distance and keep shooting! With two players this Boss is somewhat easy to defeat!





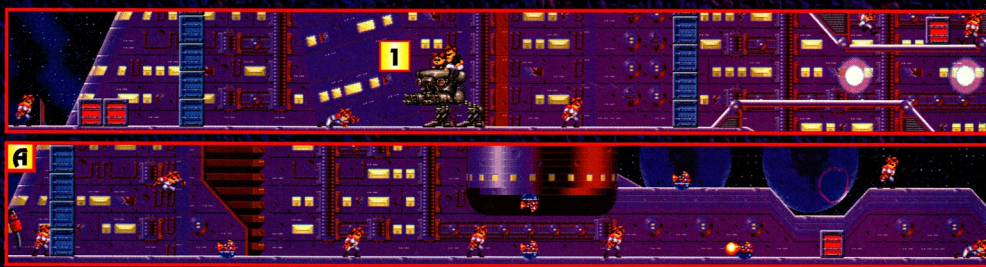




After defeating Seven Force, you will go inside the Empire's ship for some more run-and-shoot levels! When you reach the Core, you will battle the Vortex Boss! It will strike in three stages: first as a spinning barrier, next as a snake that drops gas clouds, and finally as a giant runner that throws deadly balls!



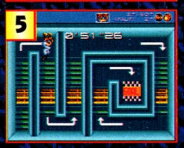
















STAGE 4: BLACK, LORD OF THE STRANGE FORTRESS

1) Quick horizontal run here. Blast the enemies, but watch for the pits—falling into them does much damage! 2-6) The second part of this stage is the dice room! Pick up the die and throw it to advance! Some of the rooms are actually helpful (like the Weapon and Item rooms) some rather difficult (like the crossed-out gun square where you can only fight hand-to-hand). Another square to look out for is the Way Back. This will take you to the Start, but you will pass the squares you've already completed!

7) Black is the Boss, and he attacks with a two-legged walker. His method of attack is determined when he rolls his dice (for example, a two means he will use a flame attack). Keep your distance and blast away!



BOSS: GREAT SOLDIER

Now it's time to finally fight the Great Soldier! First he will fly around the screen, dropping bombs and charging you. Then he will take you on, hand-to-hand with extending limbs and fire-balls he fires from his trusty pistol!





STAGE 7: THROUGH THE VIEWPLATE

This is the last stage, and all your enemies are watching you on a video screen! Watch them exit the room one at a time to fight you! 1) Here you will be opposed by a giant two-legged gatling gun! Duck for cover and keep shooting it; however, keep a good distance, its guns may suddenly turn on you at an angle! When it is destroyed, the driver will come at you holding the gun. He is simple to defeat: duck and shoot and he will be gone in no time! 2) Pinky returns! Here with a giant mechanized crab! It will first charge you with its huge claw—Use jump kicks or diving attacks to get over it! After a few of these it will begin shooting bubbles: get on the far opposite side from it and keep shooting. It will go boom in no time. 3) Orange is back again and now he has a vertical fireball! Stay on the level above and keep shooting as he slowly approaches below, only moving when he gets close enough to flame you. 4) This is an elevator with Black in a flying craft for a passenger! He will launch long poles with harmful white orbs on them that spin as they descend. Keep them away by shooting them in the middle. 5) Green is the last Boss here. At times he will block your fire and even retaliate by throwing knives! Use slide attacks, jump kicks, or diving attacks to knock him off his feet, and all the fire-power you can to destroy him!









LAST BOSS: GOLDEN SILVER







A) When the stage begins there will be four items. Be sure to get the Heart and Laser—the latter is probably the best weapon to have here. B) Do not waste time attacking the robot—it is the gems that are important here! Using the homing Laser, keep the ray on the gems while avoiding the robot's various attacks. Try and jump up and throw the gems—this will damage them and get them closer to you. C) After a while, the gems themselves will attack, and with your weapons (like the Laser shown here) dodge the attacks and focus on the gem. If you can't—who knows what'll happen!





In the year 2225, the Eternal Champion is an entity that maintains the balance between good and evil. Embodying the skills of all the fighting styles, it uses its skill to keep things in check. When it finds itself dying, he searches through time to find the best fighter to take over his position as Eternal Champion.

As in our previous issue, the EGM staff reveals three more of the deadliest fighters of all time. Their fighting skills and biographies are profiled below. Look for more pics and info on this hot fighter!

ETERNAL CHAMPIONS

SLASH



FIGHTING STYLE
Pain

TIME PERIOD
699 B.C.

OCCUPATION
Early Man Hunter

BIOGRAPHY

Slash was always advanced. He was the greatest hunter and the best fighter of his generation. His skills didn't just come from his great strength, but from the emergence of an early intelligence. Slash used this instinct and knowledge in his fighting, which meant he could out-think most of his opponents.

JETTA MAXX



FIGHTING STYLE
Savate

TIME PERIOD
1899 A.D.

OCCUPATION
Circus Acrobat

BIOGRAPHY

Jetta was always a rebel. As a youth she changed her given name to Jetta Maxx to sound more like a performer. Born in Russia and cousin to Czar Nicholas II, she toured the world performing in an international circus. During her travels, including visits to France and Indonesia, she learned gymnastics and martial arts.

JONATHON BLADE



FIGHTING STYLE
Kenpo

TIME PERIOD
2030 A.D.

OCCUPATION
Bounty Hunter

BIOGRAPHY

Born in Syria and raised in Africa, Blade was dedicated to the extreme, working in some of the meanest parts of New Chicago. He had one small problem: a bad temper. During several undercover cases, Blade was almost killed. The suspect tried to terminate him and Blade lost his patience and brutally assaulted him.





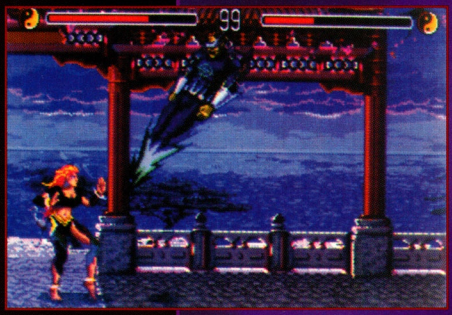


FACT FILE
ETERNAL CHAMPIONS

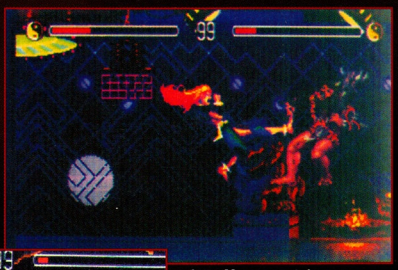


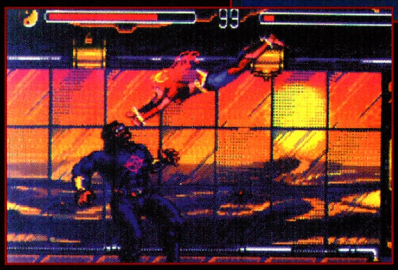
MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	9+
THEME	**% COMPLETE**
FIGHTING	N/A

Using his lethal Kenpo style, Jonathan Blade leaps high into the air and performs one of his many, deadly air attacks. Feast your eyes on the exclusive picture to the right. Here he uses his lightning double heel kick that attacks from an angle. Look out for this maneuver.



One of the most beautiful fighters in the game is Jetta Maxx! A former circus acro - bat (isn't she pretty kiddies? YES!) she is no novice when it comes to agility and precision attacks! Here she is kicking Slash with one of her many aerial attacks! Slash recoils in pain and prepares his next move against this formidable feminine foe!





Jetta Maxx now takes on another foe named Jonathan Blade. As a former bounty hunter, Blade is no stranger to pacifying foes to bring them in for a monetary reward. However, pacifying Maxx is not the priority here—winning is! Note the beautiful setting sun through the unbroken windows in the desert background. It is extremely panoramic!

STAY TUNED TO EGM FOR MORE INFO AND PICTURES ON THIS HOT FIGHTING GAME!

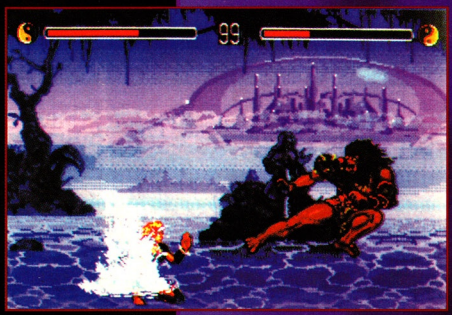
The gaming gurus at EGM and Sega have joined together to bring you this second part of an exclusive feature on Sega's incredible 24-Bit head-to-head fighting game. In this issue and in the previous one, we previewed three of the awesome fighters in Eternal Champions. Through a special arrangement we have gained rights to the last three as well. This huge action-packed fighting game is sure to be a top seller as Sega's debut in the fighting game market.

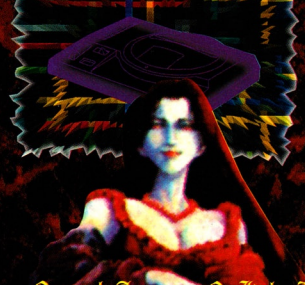
Each character has moves and combos that they use to compete for the title of Eternal Champion. With the large cart size and tons of hype this is sure to be a top-notch fight cart. Can this game knock the all-time champ Street Fighter off its high horse when this game comes out in December?



With volcanic eruptions surrounding them, Slash and Blade go hand-to-hand, perilously battling over the lake of deadly lava! Blade blocks Slash's merciless charge as Slash forces him into a corner! Watch as the smoke fills the sky and carnage fills the screen!

SEVERAL STAGES: Waist-deep in the water, Jetta Maxx prepares herself for Slash's flying kick! There are several areas to fight in, some involving interactive elements (like water here)! Note the domed city in the background, fully animated with reflections on the dome lid!





THE GOOD

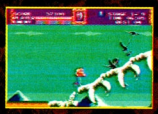
Cool! Castlevania is branching out onto all systems with its wonderful game play and graphics.

THE BAD

Hopefully, the wonderful game play and graphics will be added to this cart when done!

THE UGLY

The super whip and special weapons are greatly animated, but the game still needs work.



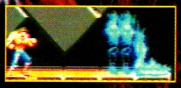




Normal Axe



N. Holy Water

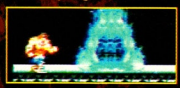




Super Axe



S. Holy Water





Johnny Morris

Born: Dec 12, 1895
Texas, USA

Weapon, Vamp Killer













FACT FILE
CASTLEVANIA: BLOODLINES

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
MODERATE	1st Qtr. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A MEG	N/A
THEME	% COMPLETE
ACTION	50+%

Eric Lecarde

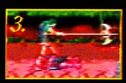
Born: May 3, 1892
Segovia, Spain

Weapon, Alcarde Sp.

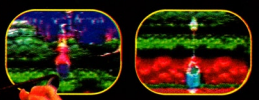












Castlevania is ready to enter the Sega lineup of titles! This time around, the descendant of Simon Belmont named Johnny Morris, teams up with his spear- wielding friend Eric Lecarde, to rid the world of the possible curse of Dracula once again! The villain this time is a noble lady who gathered all the evils over the world and is going to start a ritual that will revive the Count into this world, and you must be able to stop his forthcoming or the world will see doom and disaster once again!

This version of Castlevania will have a much more dark and foreboding tone to it, giving a much more horrific presence to the game. Also, there is plenty of gore to feast your eyes upon, everything from dripping blood from the ceiling to dead bodies being gnawed on by birds and flies. Also, you can power-up your weapon four times as well as increase the power of your special weapons via spheres of energy. The specials can be boosted up to two times their normal power.

Be warned, these screen shots are only preliminary, and still have a lot of tweaking and backgrounds still to be dropped in. So, hopefully, these additions will be made so that this title may become the best and bloodiest Castlevania to date! So, even though your whip can't go limp, it still has the power to do the damage!



Castlevania Bloodlines

Note: Game screens shown are preliminary and subject to change.








Enter the first level, the Ruins of Castlevania!





No, it's not a Boss, but it still looks cool when two skeletons kill a little man!



The castle is filled with zombies and other creatures!




You can travel under the castle and fight the ever popular fish men!

Enter the Workstation!





This Mid-Boss shrieks to shatter the windows and tries to breath fire on you!



The Rocket Knight reflection effect is used to enhance the feel of this level!

Watch your step on these structures, they can easily kill you!





These levels rise and sink into and out of the waters of death below!

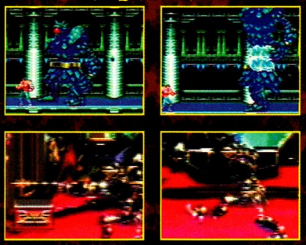


Huge objects are able to be broken and used as stepping stones in this level.

Two Big Bad Bosses!



Boss 1 is a totally animated warrior. You'll need to lob its arms off to kill it.





This Gholem (when standing) is taller than the screen! Knock him down to your size!



ZOMBIES ATE MY NEIGHBORS

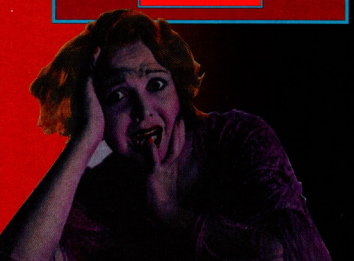
A great spoof of all the classic horror movies comes alive in this hot cart for the Genesis. Remember the days of the B-horror flicks? They were simple low budget films that had lots of guts and determination. This cart captures all the kooky stories and characters such as a giant baby, killer dolls, and monstrous spiders. Over 54 levels include all the popular monsters and the craziest situations you could imagine. Even if horror flicks aren't your thing, you'll scream for more Zombies Ate My Neighbors!

1- OR 2- PLAYER ACTION



CREEPY DEATH SCENES





USE THE NEW CONTROLLER FOR BETTER CONTROL



Play with either the old or new 6-button controller. The 3-button model is tougher since you must press two buttons together to perform some moves.



22 ICONS OF WEAPONS, TOOLS, POWER-UPS AND ASSORTED HOUSEHOLD ITEMS.

12 STRANGE WEAPONS AND TOOLS

- **BUBBLE GUN** — Encase enemies
- **SILVER WARE** — Use on Wolves
- **SQUIRT GUN** — Regular gun
- **SODA POP** — Use as grenades
- **FOOTBALL** — Toss and kill
- **TOMATO** — Throw at Aliens
- **BAZOOKA** — Shoot missiles
- **PLATES** — Throwing discs
- **ARTIFACT** — Deadly flash
- **EXTINGUISHER** — Temp. freeze
- **WEEDER** — Cut fungi
- **ICE POPS** — Use to kill Blobs

9 SPECIAL WEAPONS AND OTHER ICONS

- **KEY** — Open doors
- **FIRST AID** — Restore health
- **DECOYS** — Divert attention
- **QUICK SHOES** — Run faster
- **RED POTION** — Temp. monster
- **RANDOM POTION** — Guess what?
- **PANDORA'S BOX** — Flash of power
- **GHOST POTION** — Temp. invincible
- **SKELETON KEY** — Open skull door
- **1-UP** — An extra life

FACT FILE
ZOMBIES ATE MY NEIGHBORS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	55
THEME	**% COMPLETE**
ACTION	95%

THE GOOD

This is a great spoof on the B horror movies. It has all the classic creatures and pokes fun at themes.

THE BAD

The graphics could be a bit better, but the only bad thing is the absence of a big chested hostess.

THE UGLY

It's pretty gruesome to see those neighbors get trashed but that Zeke guy looks like a real dork!

LOOK FOR THE SECRET BONUS LEVELS



Get the mystery box and enter the bonus stage with one guy and plenty of goodies.

HELP THE HAPLESS NEIGHBORS BEFORE THEY GET NABBED


BABY
700 PTS.


TRAMPOLINE
10 PTS.


EXPLORER
500 PTS.


SOLDIER
100 PTS.


TOURISTS
200 PTS.


BBQ GUY
5 PTS.


TEACHER
10 PTS.


DOG
500 PTS.

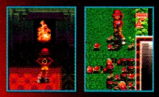

INNER TUBER
100 PTS.


CHEERLEADER
1000 PTS.

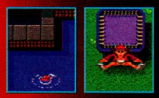
USE WEAPONS AND WITS!



Check all the cabinets, curtains, etc...tons of hidden items await!



Use your tools like the weeder and extinguisher to make a path.



The trampoline and water sections can lead you to other parts of the game.

L1 - ZOMBIE PANIC



Zombies are on the loose and after your friendly neighbors.

L2 - EVENING OF THE UNDEAD



Darkness falls and the Zombies come out in force!

L3 - TERROR IN AISLE FIVE



Axe-throwing dolls and Zombies storm the mall.

L4 - CHAIN SAW HEDGEMAZE



These guys are hedge trimmers with bad attitudes!

L5 - WEIRD KIDS ON THE BLOCK



Fight your clones as you try to save the hapless neighbors.

L6 - PYRAMID OF FEAR



Secret doors abound in the ancient pyramid ruins.

L7 - DR. TONGUE'S CASTLE OF TERROR



The castle is locked tight, so you'll need plenty of keys.

L8 - TITANIC TODDLER



This steroid kid is throwing a tantrum—get out of his way!





EGM TIP #006

In some of the later levels of the game, especially the aviary in the zoo level, it's very easy to get hit by nearly every enemy. To avoid this, when either Ren or Stimpy is about to get hit, pause the game and switch to the other character to avoid getting hurt!

SIX LANDS OF MAYHEM AWAIT!



Powdered Toast Man is your guide through six wacky levels ranging from the local neighborhood to the dog pound. Ren and Stimpy need teamwork if they're going to reassemble the Mutate-O-Matic.

THE GOOD

The game has really good graphics and the two-player simultaneous option is a blast!

THE BAD

Unfortunately when two players compete, it's often too difficult to work together as a team.

THE UGLY

Beaver Power? C'mon, the name is bad enough and the hideous picture of it in Level 6 really tops the cake!

THINGS TO LOOK FOR!



POWDERED TOAST



Adds 2000 points to your total score plus adds eight life points to your life meter!



Stimpy's crazy Mutate-O-Matic invention, which turns ordinary garbage into delicious food, has gone haywire and exploded, leaving parts of it scattered all over the city. Ren and Stimpy must seek out the pieces, reassemble the unit, and turn the machine off.

Use teamwork to get through the tougher areas of the game. You'll also meet up with many of the characters featured in the hit show!

Ren & Stimpy™ Starring In STIMPY'S INVENTION

LOOK AT WHAT REN CAN DO!



FACT FILE

REN & STIMPY STIMPY'S INVENTION



MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	6
THEME	**% COMPLETE**
ACTION	90%

LOOK AT WHAT STIMPY CAN DO!



TM & © 1993 Nickelodeon. All Rights Reserved.









Begin the adventure with a romp through the neighborhood. Our duo will face killer pink flamingos and lawnmowers, plus even go for a blustery walk through a freezer. You'll find the Beaver Power in the freezer.



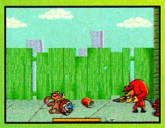






The zoo is the next stop, where you'll find the Gauge. Play leap frog across many hippos' backs and visit with some friendly giraffes. To top it all off, there are also stops at the monkey house and the aviary!









The city streets just aren't safe any longer. Killer logs and crazed firemen run rampant through the streets while crazed dog catchers, driving big trucks, try to chase Ren and Stimpy through town on a squeaky old bike.









Take a journey through every animal's worst nightmare—The Pound! Face angry dog catchers swinging maces, and rabid dogs. It's not over yet, though, you'll face the relentless assault of Lump and Loaf in the ring!









This level isn't your typical day at the park. Ren and Stimpy must face weeping willows with eyes, floating Stimpy noses, and ferocious Kodiak Marmosets. Beware of blood-sucking mosquitoes the size of Stimpy!









After getting sucked through the nose of the Beaver Power, you'll begin the harrowing journey through the inner workings of the Mutate-O-Matic machine. Get to the end of this level and turn the machine off.







FACT FILE
TREASURELAND ADVENTURE

MANUFACTURER	# OF PLAYERS
SEGA	1
AVAILABLE	
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	6
THEME	% COMPLETE
ACTION	100%



Treasure Land Adventure™

Funny McDonaldland graphics and whimsical music that will have you whistlin'.

THE BAD

Although there are many sublevels, they are a bit too short.

THE UGLY

The Pirate Captain Boss with the Mick Jagger lips.

One of the most recognized clowns from the world-famous restaurant franchise gets his own video game. Yes, it's Ronald McDonald, but this time he's out to find the pieces to a treasure map! However, some nasties stand in his way and he must use his magic dust to make his enemies die where they are standing! Yet the path isn't filled only with hostilities and hardship, there are quiet, tender moments with some of McDonald's other valued "friends." Grimace, Birdie, and Hamburglar (along with the plucky, yet tenacious Fry Guys) lend Ronald much-needed moral support! Remember, Ronald must collect the red gems to give to his friends for valuable tips and advice (even though those "friends" are basically mooches). Treasureland Adventure is loads of fun!

STAGE 1 — Magical Forest



This forest is home to many mystical creatures. There are giant trees with many of the enemies hiding within their branches.





Magical Town — STAGE 2



Head for the town on the circus train. Cargos of circus weirdos and animals will block your way from getting to the engine.





McDonald's, The Golden Arches, Ronald McDonald, The Captain, Birdie the Early Bird, Grimace, Hamburglar, The Fry Kids, Professor and McDonaldland are trademarks of the McDonald's Corp. © 1993 McDonald's Corp.

FIND A DOOR TO ENTER ONE OF THESE AREAS



Magic
Power-up your Ronald's magic casting hands.



Arches
The famous golden "M" gives extra continues.



Balloons
Lifts Ronald back up when he falls down.



Life gem
Increases or replenishes health by one.



Ronald
Receive an extra life for picking up Ronald's face.



Jewel
Give these to Ronald's friends in the game.

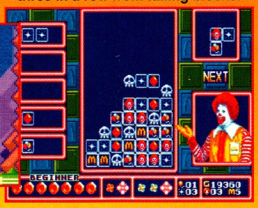


FIND A DOOR TO ENTER ONE OF THESE AREAS

Item store
Buy items instead of getting them from the playing stages.



Game area
Play a Tetris-like game and match three in a row from falling blocks.





SPECIAL ABILITIES

Along with his ability to make people laugh and smile, Ronald can also cast his magic powers on his enemies. He's also very strong and can hang onto bars with his scarf using only one arm.

Hang from scarf



Cast magic dust



FRIENDS IN NEED

For each of the stages, Ronald will meet up with some of his old pals. They will gladly help him out, if he gives them some of the jewels he has collected along the way. The Fry Guys are on the last stage.

Hamburglar



Birdie



Grimace



WAYS TO GET AROUND

Balloon



Boat



Frog



Pulley



Trapeze



Water spout



STAGE 3 — Magical Sea



The map is almost complete. It's off to the seas on a pirate ship. The ship is a maze of doors and passages. Which way is out?





Magical Moon — STAGE 4



Ronald and his friends crash on the moon and are stranded. They must finds a way to get off. Maybe there are some friendly aliens.







HOME ALONE 2 LOST IN NEW YORK



FACT FILE

HOME ALONE 2

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	4
THEME	**% COMPLETE**
ACTION	60%

THE GOOD

The players in this game strongly resemble the actual actors. That's a scary thought!

THE BAD

This game has levels that are too long, with a lot of pointless repetition.

THE UGLY

The ear piercing, nasty 'yowl' he lets out when the bad guys grab him!

Home Alone 2: Lost in New York, is a game fashioned after the ever popular *Home Alone* movies.

You are Kevin lost *again* in the dangerous streets of New York while your family is away in Florida. To make things worse for our hapless hero, the two bad guys from the first game are back and they are not too thrilled to see you! Try to make your way safely across the city to the big Christmas tree.

Learn all of Kevin's moves like sliding, running, jumping and pushing. Weapons are to be collected in three pieces and assembled for use. You will also find food to keep you healthy. Be careful and remember everyone is the enemy.

LEVEL 1

Slide past the mean businessmen to get to the baggage claim.



Hitch a ride on a balloon to avoid running into security.

LEARN HIS MOVES!



You can push luggage and other objects together to help you reach icons that float in the air.



Use the slide technique to avoid the enemies, such as businessmen and police officers.



Use various objects in the background to help you jump to new heights. Be careful not to fall.

BE SURE TO EAT!



Some milk and doughnuts will make you feel better. And who said pizza is not good for you?

WACKY WEAPONS

Collect pieces of weapons and assemble them for appropriate use.





Find the pieces to make a slingshot! It's a strong weapon.

Get these three icons to make an ice cream bazooka.





LEVEL 2

Work your way through the land of lost luggage to find your mother's bag.



Watch out for the man-eating luggage wandering around.

LEVEL 3

Run quickly through the city in order to reach the big toy store.



Take a huge jump after getting a boost from a flag pole.

LEVEL 6-IN THE HOUSE



Home Alone TM and © 1992 Twentieth Century Fox Film Corporation. All rights reserved.

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time.*

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

So check out all the Conqueror's special features below. Then check it out for yourself soon.

QuickShot Technology, Inc. A Member of Tomei Group,
47473 Seabridge Drive, Fremont, CA 94538

QuickShot®

It's how you play the game.

STICK WITH THE PROGRAM.

ABOUT FACE.
Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.

PLAY IT AGAIN.
Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.



LIGHT SHOW.
Bright LED buttons indicate your speed, direction, and other gameplay selections.

AN EXTRA DEGREE OF COMFORT.
The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.

MORE JOY.
You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."

SPEED DEMON.
Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.



FOR SNES:
Conqueror 3™
QS186

FOR SEGA GENESIS:
Conqueror 2™
QS185

QuickShot is a registered trademark, Conqueror 2 and Conqueror 3 are tradenames of QuickShot Patent (BVI) Ltd. All other product names are registered trademarks or tradenames of their respective companies.



TIME KILLERS

FACT FILE

TIME KILLERS

MANUFACTURER	# OF PLAYERS
THQ	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	9
THEME	**% COMPLETE**
FIGHTING	80%

The finest warriors from history and future have gathered to do battle in a match to see who is the greatest fighter of all time.

This translation remains faithful to the arcade original with all the blood and gore that made it so popular. The game's graphics show, in detail, the fountains of blood spraying from the body of the opponent as their body parts fly off. There's more blood in this game than in a Freddy Krueger movie. Anybody who thinks MK is tops with gore ought to check this game out!

THE GOOD

All the pools of wet, drippy, oozy, red, blood, Blood, BLOOD spraying from every which way!

THE BAD

Try not to eat any food before playing this game.

THE UGLY

Severing the head and limbs from the torso of your opponents can be hard on a weak stomach.

CHOOSE FROM THE FOUR TIME KILLERS OF THE PAST



THUGG

Prehistoric cave-man with a club.



BULL CHARGE



GREEN SPIT



DECAPITATION MOVE



MUSASHI

Viking who's good with the axe.



AXE SPIN



BOOT THRUST



DECAPITATION MOVE



MUSASHI

Samurai warrior with two Katanas.



DOUBLE FOOT



SWEEP



DECAPITATION MOVE



WULF

Medieval knight with a heavy sword.



PLANT KICK



BIG HACK



DECAPITATION MOVE

SAME PLAYERS



TIME KILLERS OF THE FUTURE



RANCID

Cyberpunk with a chainsaw.



ORION

A futuristic, cunning soldier.



MATRIX

Agile woman with a very big sword.



MANTAZZ

Big alien uses his razor-like hands.

TEAR OFF LIMBS



Catch'em if you can.



If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS



PSYGNOSIS

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794



blades of Vengeance

FACT FILE
BLADES OF VENGEANCE

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	8
THEME	**% COMPLETE**
ACTION	90%

The world is being crushed under the heavy hand of the Evil Lady. You must choose a warrior, say a prayer and try to save the world.

Pick from either the mighty warrior, the strong and agile female warrior, or the wise old wizard. Whoever you decide on is not going to have an easy time, because these bad guys are not wimps. You'll need all of your strength, plus your block move to win this one. This game provides a lot of good backgrounds, cool looking players, scary monsters and an awesome array of magic spells.

THE GOOD
This game has a lot of cool backgrounds and enemies. It makes for a terrific but hard fight.

THE BAD
Control of this game is hard to master, and the magic is a little difficult to perform during a battle.

THE UGLY
Bosses from the first stages keep appearing in the later stages as if they don't die, they're just demoted.

LEVEL 1
Fight your way through the mountain of fire to reach the evil fire creature.



Use your block to ward off evil enemy attacks. Then charge them from behind!



Check all over because hidden doors and treasures are everywhere.

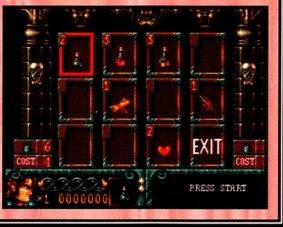
This guy is not too happy and he won't let you go without a nasty fight!



CHOOSE YOUR HERO
Decide which hero you will take into battle. The wizard has a long distance attack to make up for his weakness. The warrior is the strongest but slowest. The female warrior is the best hero overall—she is both strong and agile.



MAGIC ICONS!
Collect valuable magic spells to help in your quest to defeat the Dark Lady!



LEVEL 2
Search for the tower through the catacombs. Beware the Ghost King!



Pass warriors who went and died before you, leaving only their armor behind.

Watch out! This dog is not going to let you just walk away with his loot.





At the end of this stage, face the evil king who died here! He's out for blood!

FASTER THAN A SPEEDING BULLET... NOT!

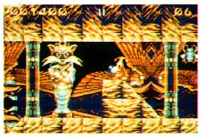
PUGGSY™



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.







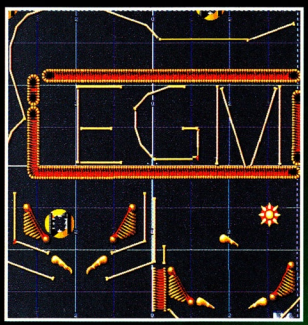
OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

SEGA
WELCOME TO THE NEXT LEVEL

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

VIRTUAL PINBALL



Make your own original pinball game any way you like and then save it!

Electronic Arts takes you into a new realm of pinball games with Virtual Pinball. Forget anything you have ever seen in a pinball game, this one has it all. And if you feel it doesn't, you can create and design a game to your own liking and save it in the memory—up to eight in all. This one- to four-player game is an option's dream. Choose from several game levels, like Mandala, where you take control of seven sets of flippers, or Wide Plan, which is one big blueprint. Next change the board's background—from gore to bamboo, the possibilities are endless. Then change the parts, skill levels, action speed, and if that is still not enough—choose from seven types of music. E.A. left nothing out of this one!

FACT FILE
VIRTUAL PINBALL

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
ACTION	60%

PARTS TO DESIGN WITH!



THE GOOD

The fact that you can create your own pinball game the way you want to and save it is too good to be true.

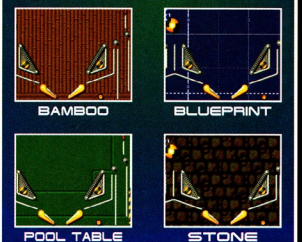
THE BAD

In some levels, there seems to be a lot of empty space, which makes the levels a bit boring.

THE UGLY

I've now seen it all—blood in a pinball game. What is this world coming to? Can't we all just get along?

DIFFERENT BACKGROUNDS!



SOME OF THE DIFFERENT SETS OF PINBALL BOARDS

GRAY WATER

This fast-moving level is sure to keep your flippers moving!

This split-screen level moves quickly with electric bumpers built for speed.





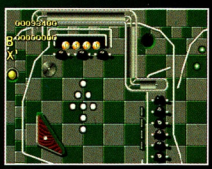
Hit the pinball in the left-hand corner to make more pinballs come out.

TIME WARP

Combine pool table parts to the game to give it a different overall look.

There's no time to waste when you have three other balls to worry about!



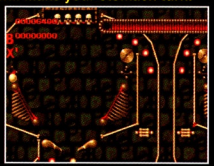


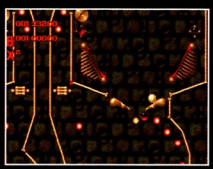
Score big points by spinning the 8 ball across the table to knock in the 9 ball.

NUMB KNUCKLE

Look out Mortal Kombat, this blood and gore level will make your stomach turn.

Crush the skulls to hear them scream or travel on a bloody half pipe to the other side.





The entire game is outlined in bones and has blood coming out of the bumpers.

KAY-BEE®
AMERICA'S TOY STORE

LET'S RUMBLE!

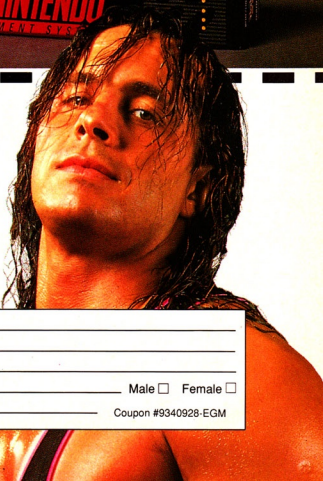


ALSO AVAILABLE
KING OF THE RING™
ON GAME BOY®!

GET IT NOW!

$10 OFF WITH THIS COUPON!

WF ROYAL RUMBLE® FOR SUPER NES® AND GENESIS™



KAY-BEE®
AMERICA'S TOY STORE

Good for ROYAL RUMBLE® Game cartridge by Acclaim® for your Super Nintendo® or Sega Genesis™ systems. Use this coupon at any Kay-Bee Toy Store. One coupon per visit, coupons must be an original, no copies will be accepted. Coupons not valid with any other promotion. Offer expires 11/24/93. ®The World Wrestling Federation logo and Royal Rumble are trademarks of TitanSports, Inc. All other distinctive character names, likenesses and logos are trademarks of TitanSports, Inc. © 1993 All rights reserved.

Name _____
Address _____
_____
Phone _____ Male ☐ Female ☐
Date of Birth _____ Coupon #9340928-EGM





SCENARIO MODE

Robotnik's henchmen will drop refugee beans your way! Win and get a password.



1P VS. 2P MODE

Select your level of difficulty. Group your beans faster than your opponent to win.

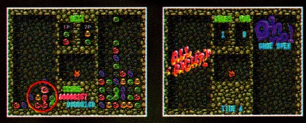


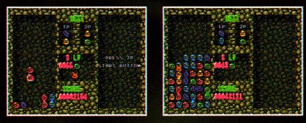
EXERCISE MODE

Choose the difficulty and increase your intensity, speed and skill along the way.









DR. ROBOTNIK'S MEAN BEAN MACHINE



The conniving man of chaos, Dr. Robotnik plans on using his mean bean-steaming machine to turn the peaceful beans of Beanville into robot slaves to do his bidding. Utilizing his merciless minions such as Arms and Coconuts to capture the beans, you must counteract their deeds by freeing the folk from Robotnik's dungeons.

Playing the game is simple. As the beans fall into the chambers, you can press a button to rotate them in different positions. Group four or more beans together in any formation to let them escape. Three different modes of play and characters from The Adventures of Sonic the Hedgehog TV series make this puzzle game one to watch for.



FACT FILE

DR. ROBOTNIK'S MEAN BEAN MACHINE

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	13
THEME	**% COMPLETE**
PUZZLE	95%

THE GOOD

This is one of the best puzzle games to come out in a long time for the Genesis. It's a blast to play.

THE BAD

When playing against a computer opponent, it seems to cheat and throw a bunch of beans your way!

THE UGLY

The music sounds like you're playing a shooter in the two-player mode. Oooh...excitement. NOT!

"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."



"This could give 'face-off' a whole new meaning. Because in *Brett Hull Hockey*,™ you're playing with 600 scorers, goalies and grinders from the NHLPA.™ Like Yzerman, LaFontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit, digitized living color–skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play, and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." Available for *Super Nintendo*® and *Sega*™ *Genesis*.™ Skate over to your favorite retailer or call 1-800-245-7744 to order.

NHLPA is a trademark of the National Hockey League Players Association and is used, under license, by Accolade, Inc. Logo and name © NHLPA 1993. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. Super NES is a trademark of Nintendo of America, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. © 1993 Accolade, Inc. All rights reserved.



COOL ANIMATED SPACESHIP INTRODUCTION



ITEMS TO PICK UP

There are various items along the way that may be helpful to Puggsy.



STAGE ONE

Puggsy must trek through the coastal beaches and then further inland.



STAGE TWO

Then it's off into the deep forest as you try to get into the Redwwod Keep.









FACT FILE

PUGGSY

MANUFACTURER	# OF PLAYERS
PSYGNOSIS	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	51
THEME	% COMPLETE
ACTION	90%

THE GOOD

Near perfect animation of the main character. He seems almost lifelike. Passwords save a lot of headaches.

THE BAD

Controls are a bit sluggish, but that's a minor flaw. Nothing to cry about.

THE UGLY

What the heck is this Puggsy character, anyway? He looks like an organic jackhammer!

PULL UP & OVER



UNIQUE TECHNIQUES

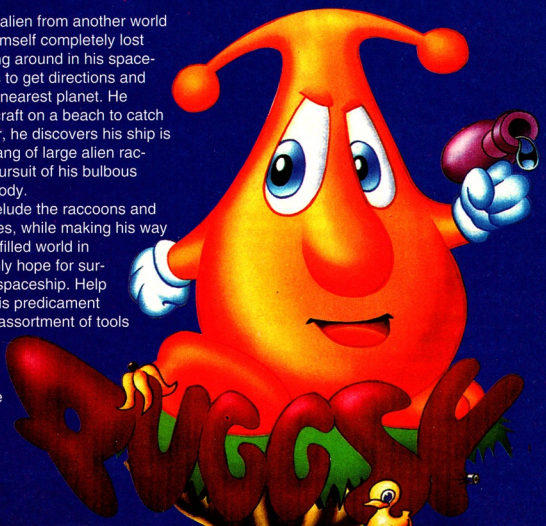
As Puggsy picks up objects, he'll be able to do useful things like pull himself onto a ledge and push objects.



PUSH OBJECTS

Puggsy is an alien from another world who finds himself completely lost while cruising around in his spaceship. He decides to get directions and pulls over to the nearest planet. He lands his spacecraft on a beach to catch some rays. Later, he discovers his ship is missing and a gang of large alien raccoons is in hot pursuit of his bulbous extraterrestrial body.

Now he must elude the raccoons and their alien buddies, while making his way across a puzzle-filled world in search for his only hope for survival, his stolen spaceship. Help Puggsy out of this predicament and find a huge assortment of tools hidden throughout the land to pass each puzzling area. There are 51 levels of increasingly tough puzzles in this alien world!







Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.



Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!

VEEDIOTS!

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

T•HQ SOFTWARE

Coming Soon for GAME BOY

© 1993 Nickelodeon. All Rights Reserved. Nickelodeon, The Ren & Stimpy Show and all related characters are trademarks owned and licensed for use by Nickelodeon, a programming service of Viacom International, Inc. THQ Software™ and THQ are registered trademarks of THQ, Inc. Nintendo, Game Boy, Super Nintendo Entertainment System and Official Seal are registered trademarks of Nintendo of America, Inc.



SONIC CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.

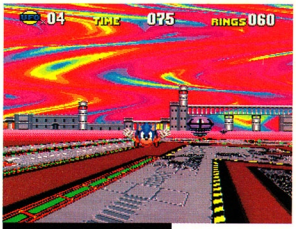


New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound.™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

GOES CD

WELCOME TO THE NEXT LEVEL™





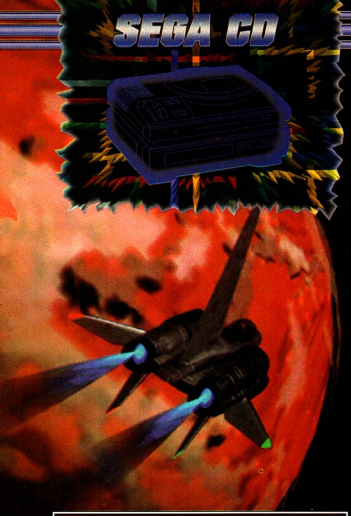
SEGA CD™

Don't miss the madness - Sonic Mania Day, November 23

Sega, Sega CD, Welcome to the Next Level, Sonic CD, Sonic the Hedgehog and all related characters are trademarks of SEGA. QSound is a trademark of Archer Communications, Inc. Manufactured under license from QSound Ltd. © 1990 Archer Communications, Inc. © 1993 SEGA. All rights reserved.

SEGA CD

STELLAR-FIRE



FACT FILE

STELLAR-FIRE

MANUFACTURER	# OF PLAYERS
DYNAMIX	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	7
THEME	**% COMPLETE**
SHOOTER	75%

STELLAR WEAPONS



MAIN CANNON
This is the first cannon weapon you start out with.



MAIN LASER
You must have good aim in order to use the laser.



MEGA BOMB
This bomb will destroy everything on the screen.



TWIN CANNON
Build up your main cannon for twice the power.

STELLAR ICONS



Find hidden icons throughout the level to power your ship. Each icon will help you in a special way.



OPENING LEVEL



This is the cockpit view. Keep a close eye on your ship's speed, damage status and radar.



Beware of ground and air enemies, but also be on the lookout for rotating walls in your path.



High speed chases with land cruisers are required if you wish to stay alive.



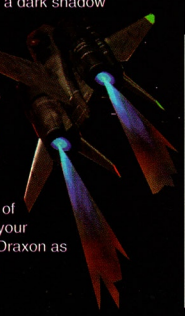
Air attacks require a lot of skill to avoid. For best results, follow them from behind.

SNAKE BOSS



For a snake, he sure moves at fast speeds. To end his terror, hit him in the tail.

In the year 2206, a cybernetically linked race, the Draxon, seeks to consume the intellectual life of the galaxy by assimilating it into their own system by attacking Earth. But there is some hope for Earth's fate. You are in command of the Stellar Force 7, a special attack force made up of the best pilots to stop and destroy the Draxon at their source, the planet Arctura. Upon entering the outer asteroid field of the Arcturan system, Stellar Force 7 encounters heavy fire from the Arctura defense system. This fierce battle causes the Stellar Force 7 to succumb to several casualties in this fight. After defeating the Arctura defense system, only you and Raela, one of your co-pilots remain alive, to complete your mission. Suddenly, a dark shadow overtakes your ships. A huge Draxon mothership appears over the battle scene. In an instant, it fires. In a blink of an eye, Raela's ship explodes in a flash of light. You unleash your power against the Draxon as you are now alone.



THE GOOD

Intense music, sound, and graphics, that can only be done with the power of CD-ROM.

THE BAD

It's nice having a radar to see where the enemies are, but how about one so you know where *you* are.

THE UGLY

After watching an awesome flying intro, it would be nice to do some actual flying yourself.

BOLDLY GOING WHERE NO MAGAZINE HAS GONE BEFORE...

HERO ILLUSTRATED



ALL NEW! ALL COLOR! ALL OUT!

FROM THE PUBLISHERS OF EGM!

The hottest new comics magazine is here! If you want the latest info on all the hot comics, artists, writers, trading cards, movies, action figures, contests with special sections on pricing and keeping your comics in the best condition, then HERO is the magazine for you! Add insider news, exclusive art and video game interviews and tips and you get a picture of what HERO is all about.

Each and every issue of HERO is filled with four-color throughout and features reviews, pictures and previews of upcoming comic books. Don't miss a single issue, because if you didn't read it in HERO ILLUSTRATED - you didn't read it at all!

HAVE THE HERO ILLUSTRATED COME RIGHT TO YOUR DOOR!

Get 12 issues of HERO for only $19.95! Send payment to: HERO ILLUSTRATED, P.O. Box 7344, Red Oak, IA 51591-0597

Name _____
Address _____
City _____
State _____ ZIP _____
_____ Payment Enclosed _____ Bill Me
Credit Card Orders:
_____ VISA _____ MC
Card No. _____
Exp. Date _____
Signature _____

For Faster Service, Call Toll-Free:

1-800-444-3504

Make check or money order payable to Warrior Publishing, Inc. Canada and Mexico add $10.00. All foreign subscriptions via air-mail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

HEML1





Choose your plays wisely and press onward toward the end zone to score.



Unique perspectives with heavy-duty scaling and rotation add depth!

JOE MONTANA'S NFL FOOTBALL

Tons of CD-Quality Special Effects To Dazzle The Senses!



Get ready for some serious gridiron madness Sega CD-style. It's Joe Montana's NFL Football! Where else could you get awesome game play along with lots of special effects, real sounds, and the live-action graphic capabilities of a CD-ROM?



You can pick from any of the 28 NFL teams as well as three difficulty levels. There are even different game types such as full season, exhibition, and saved games that you can recall at your command. In addition, there are tons of great plays that made Joe Montana a household word!

If you're into football, do yourself a favor and check this one out. Hike!

All of your favorite NFL teams are here!



THE GOOD

Nice graphics. They're pretty cool. Also, the selection of plays, both offensive and defensive, are okay.

THE BAD

Hmm, pixel-boys running downfield really float my boat! A good game for football afficionados!

THE UGLY

If I see Joe Montana's grinning, hyena-like face on my T.V. one more time, I'll puke!

FACT FILE

JOE MONTANA'S NFL FOOTBALL

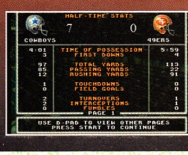
MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
SPORTS	95%

Plays 'n Stats Galore!



There are a myriad of offensive and defensive plays available to you!

Team stats are compiled throughout the game. View them at the half!





FIND THE WORLD'S MOST POWERFUL BARCODE AND YOU COULD WIN A TRIP TO DISNEYWORLD!

TO ENTER: Cut a barcode from any product and bring it to an **electronics boutique** store.

At the store, scan your barcode through the Barcode Battler and then add the life energy, attack and defense points on the screen to get your barcode total. If your barcode is the highest entered to date at that store, you win a Barcode Battler button and an employee will record your name, address and barcode total.

If by December 24th, 1993, yours is the highest barcode on record at the location, your name will be entered in the finals in our Search for the World's Most Powerful Barcode.

If on February 14th, 1994, your barcode is the highest of all the entries received, you will win an 8 day/7 night trip for two to Disneyworld, Florida. In the event of a tie, all entries with the highest score will be put into a drum and a single winning entry will be drawn.

No purchase necessary. To qualify for the Disneyworld Draw, you must surrender your barcode. Trip for Two to Disneyworld includes airfare from the winner's home city, accommodation for 7 nights at the Holiday Inn, Maingate East, airport transfers, seven day passes to Disneyworld, airport and accommodation taxes. Car rental, meals and items of a personal nature are not included. Winners will be required to book at least one month in advance of travel. Certain blackout dates apply.

PURCHASE A



AND RECEIVE A

$5.00 REBATE

HERE'S HOW TO CLAIM YOUR REBATE

1. Purchase the Barcode Battler Card Battle System before February 28, 1994.
2. Cut out the proof of purchase UPC code from the box.
3. Mail in your UPC code, sales receipt showing the date, model/item purchased and this form to:

BARCODE BATTLER REBATE OFFER, c/o IRWIN TOY
M.P.O. Box 1466, NIAGARA FALLS, NEW YORK 14302

Your request must be postmarked no later than February 28, 1994. This offer is limited to one item per claim form, one claim per person or household. Available only to residents of United States. Allow 6-8 weeks for delivery.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

ENTER OFTEN AT ELECTRONICS BOUTIQUE!

IRWIN



Uh-oh! You just greased a bystander! Be very careful where you're shooting!



Every time you get shot, you'll see a patch of your blood on the screen. Messy!

LETHAL ENFORCERS

Shoot to kill! That's the way it is with Konami's Lethal Enforcers for the Sega CD. You play the part of a cop on a mission to end the crime wave that is plaguing your city.

The Sega CD really shines as you blast your way through bank robberies, hijackings and narcotics deals. Play with one or two players and practice up in the shooting range. Those bad guys are fast, so you'd better keep on your toes!

Join the ranks of the most elite police task force ever known. This arcade-conversion will leave you with an itchy trigger finger. Open fire!



In the Practice Mode, you will get to hone your skills at the shooting range.

SOME REALLY LETHAL LEVELS

Level 1- You'll foil a daring mid-day bank robbery. You'll then attempt to stop the robbers' get-away by taking out their cars. The Boss will shoot at you with missiles.





Level 2- Here you'll find yourself in Chinatown battling thugs in the streets. Get to the subway for more action. This level's Boss is a knife-throwing goon!





Level 4- Now you're at the airport trying to stop a hijacking. Collect new weapons. The Boss on this level is a chopper that you must hit repeatedly to destroy.







FACT FILE

LETHAL ENFORCERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
AVERAGE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	6
THEME	**% COMPLETE**
SHOOTING	95%

GET A BETTER GUN



Machine Gun



Auto. Rifle



.357 Magnum



12 Gauge



Grenade Launcher



Semi-Auto.

THE GOOD

Live out your best "Dirty Harry" fantasies! Awesome for releasing pent-up pubescent frustrations!

THE BAD

Requires about as much skill to play as Chutes 'n Ladders. The killing gets old after awhile. (Really!)

THE UGLY

"You can't shoot me!" Play the game... you'll know what we mean! Love that last Boss—NOT!

EGM READER SURVEY

Send to: EGM Reader Survey, 1920 Highland Avenue, Suite 283, Lombard, IL 60148

NAME_____

ADDRESS_____

CITY, STATE_____

ZIP CODE_____

TELEPHONE (___) _____

1. What is your age?
   a. under 8 — d. 18-24
   b. 8-11 — e. over 24
   c. 12-17

2. Do you have a full or part-time job?
   a. Yes — b. No

3. If "Yes," what is your monthly income?
   a. $250-or less — c. $501-$1,000
   b. $251-$500 — d. $1,000 or more

4. Do you receive an allowance?
   a. Yes — b. No

5. If "Yes", how much is your allowance each month?
   a. under $10 — d. $26-$30
   b. $10-$20 — e. over $30
   c. $21-$25

6. Do you use a computer at home or school?
   a. Yes — b. No

7. Which system(s) do you own? (circle all that apply)
   a. Nintendo — g. TurboGrafx
   b. Super Nintendo — h. Neo-Geo
   c. GameBoy — i. 3DO
   d. Sega Genesis — j. Atari Lynx
   e. Sega CD system — k. Atari Jaguar
   f. Game Gear — l. Computer

8. Which video game system do you plan to buy within the next 12 months? (circle all that apply)
   a. Nintendo — g. TurboGrafx
   b. Super Nintendo — h. Neo-Geo
   c. GameBoy — i. 3DO
   d. Sega Genesis — j. Atari Lynx
   e. Sega CD system — k. Atari Jaguar
   f. Game Gear — l. Computer

9. What type of games do you enjoy most? (circle all that apply)
   a. Action — d. Strategy
   b. Adventure — e. Shooter
   c. Role-playing — f. Sports

10. How many video games do you own?
    a. 5 and under — d. 16-24
    b. 6-10 — e. 25-35
    c. 11-15 — f. over 35

11. Do you rent video games?
    a. Yes — b. No

12. If "Yes", do you rent with the prospect of buying the game?
    a. Yes — b. No

13. Would you rent a CD video game system before buying one?
    a. Yes — b. No

14. Which of these helps you decide which video games to buy? (circle all that apply)
    a. Ads on TV. — e. Game rentals
    b. Magazine articles — f. Arcades
    c. Ads in magazines — g. Game in store
    d. Word of mouth/friends — h. Other

15. Where do you buy your games? (circle all that apply)
    a. Electronic store — e. Toy Store
    b. Record Store — f. Mail order
    c. Video Store
    d. Department/Discount Store

16. Other than video games, what hobbies do you have? (circle all that apply)
    a. Collect Comic books
    b. Collect Sports Trading cards
    c. Non-Sports Trading Cards
    d. Sports
    e. Music

17. What is your favorite brand of trading cards?
    a. Upper-deck — d. Fleer
    b. Topps — e. other
    c. Pro-line

18. What is your favorite TV station?
    a. Disney — d. Fox
    b. Nickelodeon — e. other
    c. MTV

19. What is your favorite cartoon?
    a. Ren & Stimpy
    b. Batman: The Animated Series
    c. The Simpsons
    d. None of the above

20. How many times did you go to the movies in last three months?
    a. 1-4 — c. 7-10
    b. 5-10 — d. over 10

21. How many movies are rented and watched at home each month?
    a. 1-3 — c. 7-10
    b. 4-6 — d. over 10

22. Of these movies, how many titles do you choose for yourself?
    a. 1-3 — c. 7-10
    b. 4-6 — d. over 10

23. What types of music do you listen to most?
    a. Rap — c. Top 40
    b. Alternative — d. Hard Rock

24. Where do you buy your music?
    a. Electronic store — d. Video Store
    b. Music Store — e. Mail order
    c. Department/Discount Store

25. What type of musical equipment do you own? (circle all that apply)
    a. Home CD Player
    b. Personal/portable CD Player
    c. Home Cassette Tape Deck
    d. Personal/portable Cassette Tape Deck
    e. Home Stereo
    f. Car Stereo

26. How many CD's do you buy each month?
    a. 1-4 — c. 11-15
    b. 5-10 — d. over 15



27. How many tapes do you buy each month?
    a. 1-4 — c. 11-15
    b. 5-10 — d. over 15

28. How many toys do you buy monthly?
    a. 1-2 — c. 5-6
    b. 3-4 — d. over 6

29. How many soft drinks do you consume per month?
    a. 1-6 — c. 13-15
    b. 7-12 — d. over 15

30. Which is your favorite soft drink?
    a. Coca-Cola — d. Juice
    b. Pepsi — e. Snapple
    c. Dr. Pepper — f. other

31. Do you chew gum regularly?
    a. Yes — b. No

32. What's your favorite candy?
    a. Chocolate bars — c. Hard candy
    b. Chewable candies — d. Suckers

33. Do you or your parents choose which brand of cereal you eat?
    a. I do — b. My parents do

34. What is your favorite snack food?
    a. Potato chips/Pretzels — c. Cakes/Pies
    b. Ice cream — d. Peanuts

35. What brand of jeans do you wear? (circle all that apply)
    a. Levi — c. Bugle Boy
    b. Guess — d. other

36. What brand of athletic shoes do you wear?
    a. Nike — e. Converse
    b. Keds — f. Russell
    c. Reebok — g. L.A Gear
    d. Adidas — h. other

37. What kind of sporting goods do you use most?
    a. Easton — c. Rawlings
    b. Wilson — d. other

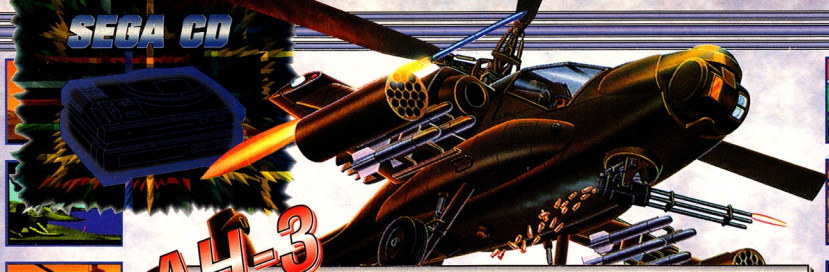
38. Do you buy/subscribe to any of the following magazines? (circle all that apply)
    a. Game Pro — e. Nintendo Power
    b. VG — f. Electronic Games
    c. Game Players — g. High End
    d. Game Fan — h. Other

39. How many people besides yourself read your copy of Electronic Gaming Monthly?
    a. 1 — e. 5
    b. 2 — f. 6
    c. 3 — g. 7
    d. 4 — h. 8 or more

Rules: All entries must be received by December 31, 1993. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by February 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

SEGA CD

AH-3 THUNDERSTRIKE













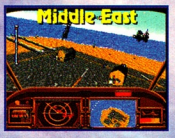




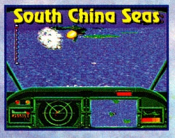




Choose different missions that could take you across the globe!









Awards 'n stuff!



You will be given bands for completing different campaigns and also demerits.

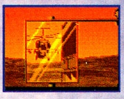


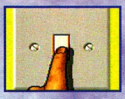
If you do exceptionally well, you may win medals or a purple heart for surviving.












The Sega CD has been waiting a long time for this type of title! Utilizing the advanced scaling capabilities, Thunderstrike has got to be seen to be believed! The scaling effects are incredibly well done, not choppy, nor is it hard to control! You start by selecting different campaigns to embark on, each containing three to five missions. Some will have you escort convoys, others will have you destroy a special landmark, and some are the traditional blow the heck out of the enemy type! Speaking of which, there are plenty of them, with planes, helies, or ground tanks and trucks. To deal with this, you can use lock-on missiles, rockets or your basic gun. Great sound and superb game play will set the standards!

THE GOOD

It's not an FMV linear game! Finally, scaling is used to bring us a fantastic perspective and good control.

THE BAD

The fact that many companies aren't seeing this kind of potential and still bring FMV games out!

THE UGLY

The fact that you are given a medal of honor after wiping out the entire band of enemy trucks and tanks.

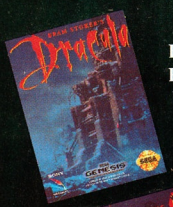


FACT FILE
AH-3 THUNDERSTRIKE

MANUFACTURER	# OF PLAYERS
JVC	ONE
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	40
THEME	**% COMPLETE**
SIMULATION	95%



PLAY IT IF YOU DARE





Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

SONY IMAGESOFT™









Bram Stoker's Dracula is distributed by Sony Imagesoft, 2100 Colorado Avenue, Third Floor, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. © 1992 Sony Electronic Publishing Company. Bram Stoker's Dracula™ is a trademark of Columbia Pictures Industries, Inc. © 1992 Columbia Pictures Industries, Inc. All rights reserved. Nintendo, Nintendo Entertainment System, Game Boy, Super Nintendo System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc. Sega, Sega CD, Genesis, Game Gear are trademarks of Sega Enterprises Ltd.

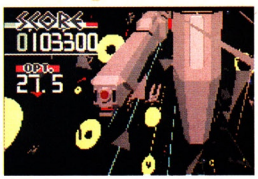
ACNE, HOUSEHOLD CHORES, PAYING YOUR PHONE BILL AND NOW THIS:

Suddenly, mankind's intergalactic future is in your hands.

{Please, please, please, PRACTICE.}

Your mission, if you accept it, is to lead a force of interstellar fighters against a lethal, computerized battle fleet in an epic struggle that spans 64 light-years. In other words, Silpheed is *the best* space shooter ever. Of course, the galaxy's greatest game technology is on your side: Sega CD. Which should help even things up. (SEGA CD also makes those Grayzon battle cruisers even more awesome. Yeah, you better start practicing. Today.)





If this picture was moving, you'd see the forward-scroll action, advanced polygon graphics, enemy battle cruisers and incredibly annoying missiles and lasers.

OBVIOUSLY THIS IS A LITTLE MORE IMPORTANT

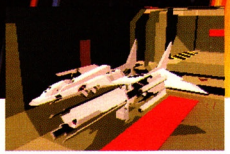




Sure, you get your Forward Beam, your Wide Beam, your Phalanx Beam. But how 'bout a Graviton Bomb? An Anti-Matter Bomb? Choose your weapons.



The CD-quality look is so realistic and three dimensional you may forget it's just a game. But then you'll remember that pile of dirty laundry.



The multi-electromagnetic intakes of the drive system give the SA-77 Silpheed craft its distinct profile. But you probably already knew that.



Only a game for Sega CD could have such cinematic graphics, or so many levels, or such vibrant sound. (Our inter-galactic enemies would be proud.)

GAME ARTS

SILPHEED

SEGA CD™

THAN FLOSSING YOUR TEETH AFTER EVERY MEAL.

WELCOMETOTHENEXTLEVEL™

Silpheed is a trademark of Game Arts. ©1993 Game Arts. All rights reserved. Sega, Genesis, Sega CD, and Welcome to the Next Level are trademarks of SEGA. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.

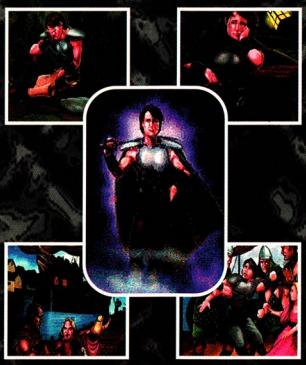


Beyond Shadowgate



FACT FILE
BEYOND SHADOWGATE

MANUFACTURER	# OF PLAYERS
T.T.I.	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
RPG	95%



Prince Erik has been away for many years, learning the ways of the world and preparing for the day when he would be king. One day, he receives word that his father has been murdered. He hurries home only to be falsely accused of the crime and thrown into prison.

Now you must lead the prince out of the dungeon and into the forest so that he might find the real culprit. Along the way, you'll also discover that it's more than just murder, but an evil attempt to open a gate into the world of Shadowgate. Stop their destruction!

This is an intense RPG that is very involving. There are also a lot of great voices when you talk to people. Get ready for plenty of late nights!

INTERACT WITH YOUR SURROUNDINGS!



Talk to people after you grab this.



Pick things up with this handy icon.



Use the eye for a closer inspection.



Use this menu and the hand tool to use the items you pick up on your journey.

THE QUEST FOR TRUTH BEGINS!



You must find a way out of your cell. Check your items, you may be surprised.



In the caves under the dungeon, the prince will see strange things. Be careful!

Now free from prison, Prince Erik must search for information and weapons!



Walk the streets of this town to get much needed information and gold.





Cross a mysterious stone bridge in order to reach the village and forest.



Off in the distance, you can see a burning village under attack by evildoers.

Raise the magic sword in triumph, after you pull it from the ancient beast!



A magic portal to another place in the kingdom—if you can figure it out!



THE GOOD

A really cool story combined with intense scenes and backgrounds. Very involving!

THE BAD

Come on Erik, hurry up! This guy moves slower than a turtle with arthritis!

THE UGLY

Okay, I'm in the dungeon, I do a good deed by letting a girl go free, and...WHAM! She's a dog.

THE ARCADIAN



Smoke'em with 100% Arcade Action

- **Arcade excitement at home!**
- **Real arcade joystick and buttons**
- **Available for the following:**

3–Button/Turbo for SEGA™ GENESIS™
6–Button ultimate control for SEGA™ GENESIS™
DUAL™ for both SNES™ and SEGA™
6–Button control for SNES™

Special Features

- *Heavy-duty cycolac plastic construction*
- *Eight foot controller cable*
- *Total compatibility with all SEGA GENESIS™ games and Super NES™ games for the DUAL™*

KBM

For ordering information call:
1 800 264-8728
FAX 205 880-2007
or write KBM
15980 Chaney Thompson Rd.
Huntsville, AL 35803

Copyright 1993 KBM, Inc. Arcadian is a trademark of KBM, Inc. Nintendo and Super Nintendo are registered trademarks of Nintendo of America, Inc.
SEGA GENESIS is a registered trademark of SEGA of America

USA

PUT A NEW SPIN

SONIC THE HEDGEHOG SPINBALL™



Vault into the Volcano Veg-O-Fortress and kick some 'Bot!



Cop the Chaos Emeralds to bust Robotnik's family jewels!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!





Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

SEGA™

WELCOME TO THE NEXT LEVEL.

ON YOUR GAME!



Sega, Genesis, Sonic Spinball, Sonic The Hedgehog and related characters are trademarks of SEGA. ©1993 SEGA. All rights reserved.



FACT FILE
FATAL FURY SPECIAL

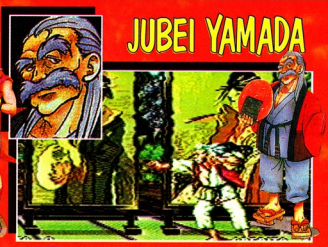
MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	**AVAILABLE**
N/A	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
100+ MEG	N/A
THEME	**% COMPLETE**
FIGHTING	80%

The action and intensity of the first two Fatal Fury games comes to a head with Fatal Fury Special. "Special" lets players not only play as the Bosses, but it also introduces some of the older characters from the first game. Duck King, Tung Fu Ru and Geese Howard are back, plus all can be controlled by the player. They have all new background stages, and the levels from Fatal Fury 2 have been improved upon. The endings are different, plus each character has something to say before the fight, depending on who you are up against.

Fatal Fury Special plays, sounds, and looks good. A game worth getting.



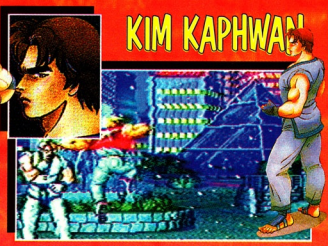
The background looks better. Do you see the guy surfing on a fish?



The background murals have been reworked to show more detail.



The truck sign now says special. There seems to be more people around.



It rains and snows on this level, while Tung Fu zooms by in a frenzied rage.



The dragon ship scrolls by faster and smoother, plus has new animations.





THE NEW BOSS CHARACTERS ARE PLAYABLE!

THE GOOD

This is one of the best sequels I've ever seen. Everything is top-notch. Let's see another!

THE BAD

The price of the home version! Bring down the price and you could have one of the best systems!

THE ULTY

Seeing Tung Fu Ru shining his bald head with a cloth. Where does the cloth come out of?

Now you can play as any of the awesome boss characters, as well as Tung Fu Ru, Duck King, and the fearsome throw-boy Geese Howard. Each of these characters has a special "death move." We printed the other characters, but you must find these! Are you good enough?



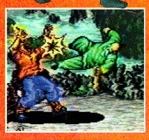
This poor guy's going senile. Tung Fu Ru has forgotten many of his moves, however he has learned a few tricks to keep him alive.



TUNG FU RU









Once a goon for Geese, Duck King now enjoys himself strutting his stuff at the local clubs. He is often seen jiving to tunes, while pummeling people with his lethal break-dancing.

DUCK KING









When armed with his three-sectional staff, Billy Kane is nearly invincible. His finishing-type move has him twirling his flaming rod.

BILLY KANE









Axel Hawk is a brute if there ever was one. His fury of fists can crush nearly anything or anyone. Plus, he moves with great speed.

AXEL HAWK















A fast and daring bull fighter whose sword and cape pose a very big threat to those he fights. Lawrence Blood can be devastating.

LAWRENCE BLOOD



Thought to be dead, this evil man killed Jeff Bogard, Andy and Terry's father. He controls South Town with an iron grip. He is a very powerful character in combat.

GEESE HOWARD







A ruthless fighter in a long line of warriors. He is the epitome of speed and power. Only the best can control Krauser.

WOLFGANG KRAUSER





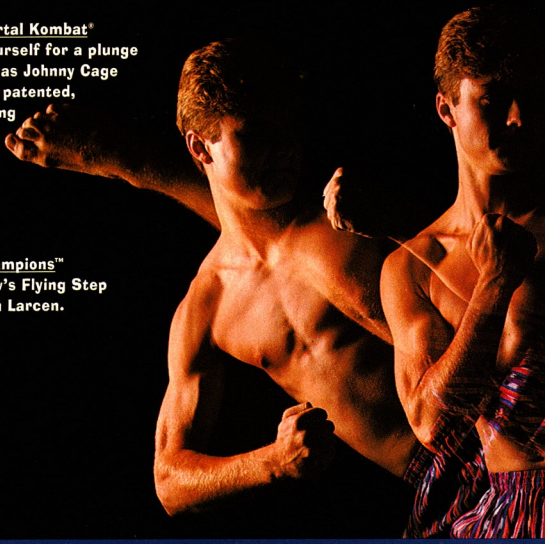




Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.



Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.



SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.



Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.



W E L C O M E T O T

Sega, Activator, Genesis, Eternal Champions and Welcome to the Next Level are trademarks of SEGA. MORTAL KOMBAT® is a trademark of and licensed from Midway® Manufacturing Company © 1992 All Rights Reserved. Used by Permission. Arena is a division and trademark of Acclaim Entertainment Inc. © 1993 Acclaim Entertainment Inc. All rights reserved. © CAPCOM 1991, 1992, 1993. Street Fighter is a trademark of CAPCOM. CAPCOM is a registered trademark of CAPCOM CO. LTD. Best of the Best Championship Karate is a trademark of Loriciel S.A. and is used by Electro Brain with permission. © 1993 Loriciel. © 1992 Electro Brain. All rights reserved. © 1993 SEGA. All rights reserved.

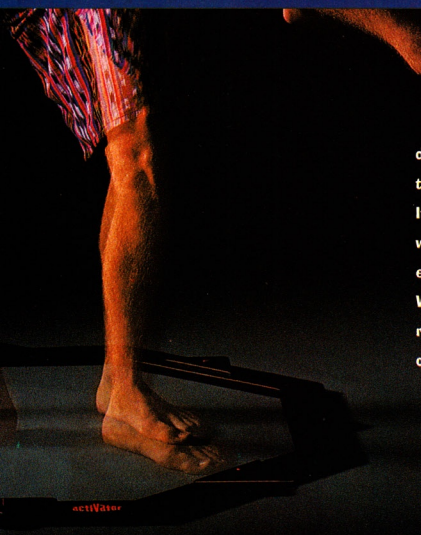
Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.



Greatest Heavyweights
This round is over when you left jab the big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.



You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

SEGA™

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L™



The system everybody is talking about is almost ready to be unleashed on the public! The 3DO system with graphics superior to any home system, including the NEO•GEO system, will be available shortly, and here is a peek at what's in store: Crash 'N Burn—a combat racing game that blows away any 16-Meg cart available out there! The story: it's the year 2044, after the last global conflict, World War III. For sport there is a no-holds-barred race where the gamer can select from nine drivers (each is portrayed by an actor or actress with live digitized footage, giving him or her a personality) and the chance to race on 30 different tracks! These aren't your ordinary racing tracks though: There are corkscrews, dizzying inclines and nauseatingly steep declines, jumps, and more than your share of hazards like tar, water puddles, sand, ice, plus even mines, just to name a few! There are also atmospheric effects including earthquakes, sunsets, moving clouds, and steam. However, you aren't alone: you have your weapons to keep you company, and with friends like Vortex Mines, a 120mm Gauss Cannon, and Fusion Canisters you will keep your enemies' hands more than full! There are three different modes to chose from: Demolition (destroy your opponent in combat—a mode that is two-player simultaneous), Tournament (compete for the World Championship of the Deathdrome title) and Rally (the best of up to five races). All these different modes in a game that is 100 percent texture mapped! Stay tuned to EGM for more on upcoming 3DO titles!

TIME TO VISIT THE AUTO SHOP AND BUY SOME ITEMS:

GUNS



From streams of napalm to rivers of lead—if you're in the market for weapons of total destruction, then this is the place. To the right are some of the pieces of firepower you can purchase, each with its own special function and price.

HELLFIRE ROTOGUN	VULCAN MINIGUN	FUSION CASTER
		
RELOAD: Constant	RELOAD: Constant	RELOAD: 30 SEC.
AMMO: 1000	AMMO: 1000	AMMO: N/A
DAMAGE: Heavy	DAMAGE: Medium	DAMAGE: Var.
COST: $9,000	COST: $6,000	COST: $4,500

MISSILES:



With warheads that could level a small village, all of the missiles more than make up for their small ammo supply.

ENERGY:



Lighter on damage than most weapons, but with an endless supply of ammunition. These keep giving.

ARMORS:



To hang with the big boys, you'll need armor that can go the distance. Don't get caught with your kevlar down.

HAZARDS:



A perfect solution for enemies who like to tailgate. Drop a couple of these devices and eliminate those followers.

CRASH 'N BURN

3DO

BEHIND THE WHEEL: DIFFERENT VIEWS



BEHIND THE WHEEL: Puts you directly in the driver's seat! Gives a limited view!



BEHIND THE CAR: Gives you a bigger picture to see more around you. Here, you have a better view of damage.



FACT FILE

CRASH 'N BURN

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	30
THEME	**% COMPLETE**
RACING	80%

THE GOOD

Excellent graphics! You won't believe your eyes when you see this!

THE BAD

Although not the most original concept in the world (behind the wheel driving) the best is yet to come!

THE UGLY

The mohawk driver. Boy, he talks some serious smack!

How it all started...























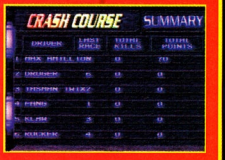

PICK YOUR RACER: THE FIRST SIX

Each racer has his or her own strengths and/or weaknesses!





You can even check the statistics of each race! Each track also has a racer who is the current champion!







SELECT YOUR GAME AND OPTIONS:

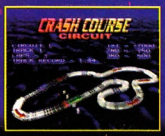
PICK YOUR GAME:

You can pick one of any three modes (although only two are pictured here): Demolition, Rally, and Tournament! Before each race on a new track, statistics will be shown, as well as the track's current champion. The Demolition mode (not shown) is a two-player simultaneous game!











TRACK 1: UP THE DIZZYING INCLINE

This first track will take you up an incline that you will see forming as you move down the track! Watch for oncoming hazards like land mines from other drivers, and also atmospheric hazards like sand and ice on the track! After each lap, there is a pit stop where you refuel and get more armor! In the behind-the-car mode, keep an eye on your rearview mirror in the upper left-hand corner: it'll show competitors and their position in relation to you!















TRACK 2: THE VERTICAL CORKSCREW

If you thought the first track had a steep incline, wait until you see this vertical corkscrew! Be careful in the tunnel—don't scrape the sides! When you emerge from the tunnel, the vertical corkscrew is straight ahead waiting for you to race to the top! Of course the other drivers will be firing at you, so don't be distracted by the awesome scenery! When behind the wheel, your weapons will be displayed in the center console; when viewing behind the car, they will be at the top middle of the screen.







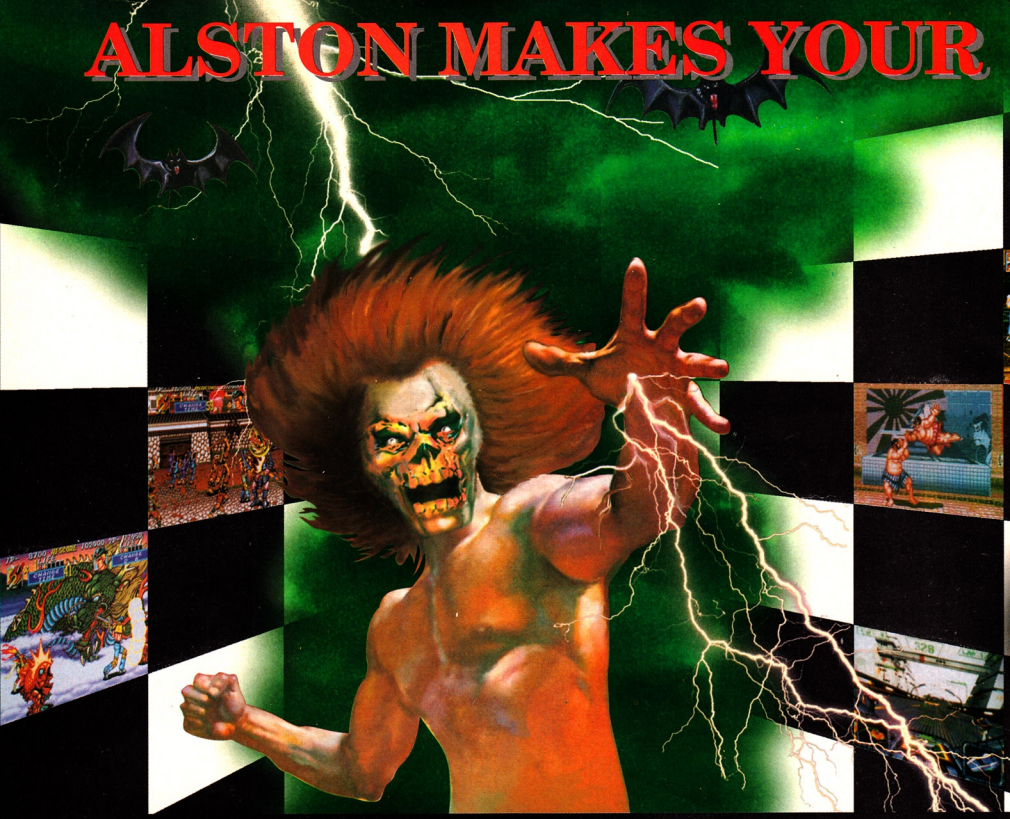








ALSTON MAKES YOUR



AVAILABLE AT :

macy's
WERE A PART OF YOUR LIFE (SELECTED STORES)

G&G CAPTRON SOFTWARE

TOPS
MEGA WAREHOUSE & SHOWROOM

Albertsons
(VIDEO GAMES DEPARTMENT)

MOVIELAND

Nobody beats the WIZ

Ames
(Department Selected Stores)

Brand Names

MOVIES·AT·HOME

ALSTON
ENTERTAINMENT

THE ELIMINATOR The 1st & best fighting joystick to offer compatibility with both the Sega-Genesis & Super Nintendo systems. 2 in 1 With adjustable turbo speed & a slow motion option, this Alston 8-button controller will make you the champion of the upcoming 6-button Sega-Genesis games. On games like MORTAL KOMBAT & STREET FIGHTER II, if you don't have THE ELIMINATOR, you better be ready for defeat.

SUPERSONIC This is the 21st Century, what are you doing with a cord on your joy pad. Alston's advanced cordless technology will allow you 180 degree movement with a 30 foot range of motion. Add turbo and slow motion options & the SUPERSONIC gives you maximum fire power and control. You will be bored-less when you play cord-less. Both SNES & Sega-Genesis are available now.

Alston currently has Distributors throughout the United States and Canada. For dealer information, please contact your local distributor, or Alston directly. For Alston product information call (714) 572-0888.

GAMES ELECTRIFYING







SUPER NINTENDO ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.
SEGA GENESIS ARE REGISTERED TRADEMAKES OF SEGA OF AMERICA, INC.
ALSTON ARE REGISTERED OF ALSTON ENTERTAINMENT, INC.

FAMCOM GAMES INC. · Alfalfa · WEST COAST VIDEO · VIDEO TOWNE

INGRAM ENTERTAINMENT · VGT VIDEO GAME TRADER · SourceClub MEIJER · GAME POWER HEADQUARTERS · Furr's · NMI NATIONAL MERCHANDISE

MEGAVERTER The latest Alston technology makes it possible to use your SNES controllers to play both the Sega-Genesis 16-Bit & CD Systems. With the introduction of the Megaverter, your favorite Super Nintendo joystick or joy pad will now offer the same excitement for the Sega-Genesis Systems. So, when you SNES gamers are ready to play the new Sega-Genesis 6 button games, don't buy another controller, save yourself some money and buy the new Megaverter. Run out & buy the new Megaverter so you can enjoy both the Sega-Genesis & SNES games with your SNES controllers. CONTROL THE WORLD OF GAMES WITH ALSTON.

PLAY & WIN Included in every Alston product package are 2 scratcher game pieces. These game pieces will entitle the bearer to a variety of prizes. With winning game pieces revealing prizes ranging from various Alston products, to the Grand Prize, a Sega-Genesis CD system, Alston makes you the winner. Purchase an Alston product today, and test your luck on the scratcher game pieces. These game pieces are void where prohibited by law.



PRO SPORT HOCKEY

It seems that companies keep on bringing quality carts to the NES. Now Jaleco, well known for their sports line, brings us Pro Sport Hockey. This hockey game is fast-paced, using real teams and players. Choose from a large number of teams, and configure them to your heart's content. Set up your defensive and offensive patterns, then hit the ice. Pass the puck around, ever intent on scoring that goal!

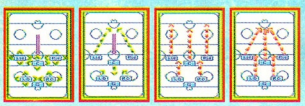
Pro Sport Hockey is a great game of hockey. It is easy to learn, and offers quite a challenge. The animation is smooth, despite all the action. If you are still devoted to the 8-Bit, this cart would make a nice addition to your library.

NEED PRACTICE?



To get ready for shoot-outs, practice as either defense or offense.

STRATEGY...



A DEFENSE B DEFENSE A OFFENSE B OFFENSE

Select from two offensive and defensive positions to fortify the rink.

THE GOOD

This game plays very well most of the time, and there are plenty of options to keep the game fresh.

THE BAD

Whenever you score, it seems that the computer automatically gets two goals. You can't defend.

THE UGLY

You when you start pulling out your hair because the computer decides to cheat when you're good.

THE GAME...



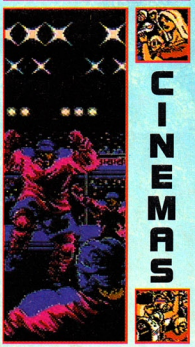
Face off and try to get the puck first. If you aren't quick, your opponent will score.

PASSWORDS

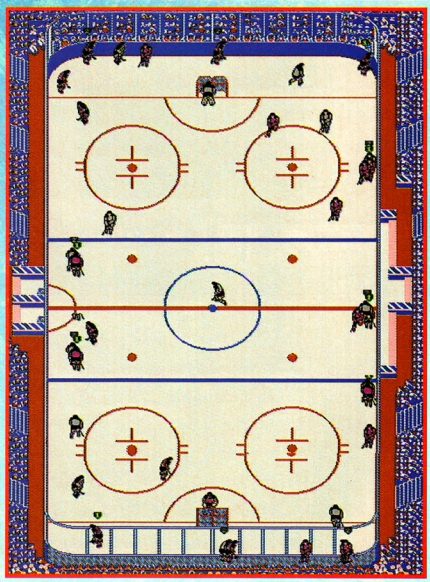
With the password feature, you can continue your progress at a later time.







CINEMAS







FACT FILE

PRO SPORT HOCKEY

MANUFACTURER	# OF PLAYERS
JALECO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	N/A
THEME	**% COMPLETE**
SPORTS	100%

PARTS IS PARTS





PASSPORT
F. BONE

Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

FEATURES

- 8 MEG
- 20 HUGE LEVELS
- 1 OR 2 PLAYER
- NOV. 1993

Also available for the Nintendo Entertainment System®

Official Nintendo Seal of Quality

Nintendo®, Super NES™, Nintendo Entertainment System®, and Super Nintendo Entertainment System® are trademarks of Nintendo of America. ©1993 Nintendo of America Inc.
DTMC is a trademark of DTMC Inc. Reg. U.S. Pat. & T.M. Off. "The Adventures of Dr. Franken™" & "Motivetime™" are trademarks of Motivetime Ltd. All characters, audio, visuals and concepts are ©1993, Motivetime Ltd. "Elite™" is a registered trademark of Elite Systems Ltd. ©1984, 1993 Elite Systems Ltd. Licensed by Elite Systems Ltd. All rights reserved.

DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063





FACT FILE
T.M.N.T. TOURNAMENT FIGHTERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	N/A
THEME	**% COMPLETE**
FIGHTING	95%

THE GOOD

The moves are easy to do and the game shines in playability. The voices are done well for the NES.

THE BAD

The players are small and the detail is only average. This game has some break-up problems, too.

THE UGLY

Your attitude when you get thrown or chomped on for the millionth time by your opponent!

The Turtles received a strange letter from Shredder, challenging them to a fight in the streets. Accepting the challenge, the Turtles, along with Casey Jones and Hot Head, join the battle.

In this one- or two-player fighting game, use a combination of punches, kicks and other moves to defeat your opponent in one-on-one matches 2 out of 3 rounds. You can choose four different modes, including Tournament, in which you can utilize four different characters in single elimination matches. Collect the dropped fireball during a match to eliminate your foe. In Story mode, you will have to break the walls to gain massive points. Use the guide for special moves listed below.

THE FIREBALL



Catch the fireball and throw it at your foe.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Leonardo



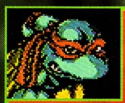


Leonardo has average power. His Tornado Spinning Kick is done by pressing ▼ to accumulate, then ► ◄ and A.





Raphael



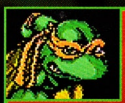


Raphael is highly powerful. His Turtle Drill can be done easily by pressing ◄ to accumulate, then ► and B.





Michaelangelo





Michaelangelo can leap high, but lacks defenses. To Kangaroo Kick: ► to accumulate, then ► and A(high) or B(low).





Donatello





Donatello's attack is weak. His Heel Drop can by done by pressing ▼ to accumulate, then ▲ and the A button.





Casey Jones





Casey is fierce, but he's vulnerable to strong moves. For his Somersault Kick, press ▼ to accumulate, then ▲ and B.





Hot Head





Hot Head is slow, but very strong. To do his Fire Breath, press these buttons in sequence.▼ ◄ ► and A.





Shredder





Shredder has quick speed and awesome power. His Burst Attack is done by pressing ► ◄ ▼ and the B button.







CYBERPad.
Capable of programmed moves.
Incapable of showing mercy.

Tired of getting wasted by your opposition? Imagine blowing away your video adversary (or your friends morale) with the touch of a single button!

Introducing CYBERPad. The Programmable Control Pad with Memory.

CYBERPad's CMOS Microcontroller Programming System lets you create your own deadly combinations for each game. Now you can jump, turn right, and kick with one button. You can even switch any button's function with another (including directions)! Its all your choice.

What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.



Available for both Super NES and Sega GENESIS/MEGA DRIVE

Try CYBERPad. Because it's fun to watch street fighters hide in the alley.

CYBERPad. EVERYTHING ELSE IS JUST A TOY.

AVAILABLE AT: ELECTRONICS BOUTIQUE, BABBAGES SOFTWARE ETC., THE WIZ, MACY'S, AND MORE.

Suncom *TECHNOLOGIES* 6400 W. Gross Point Road, Niles, IL 60714 708/647-4040

CYBERPad is a trademark of Suncom Technologies. Sega, GENESIS, and MEGA DRIVE are trademarks of Sega Enterprises, Inc. Super Nintendo Entertainment System is a registered trademark of Nintendo of America, Inc.

PLAYERS A
AND WIRE
APPROACH
EXTREME
CAUTION...

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

RE ARMED
LESS!
I WITH



Acclaim® & Dual Turbo™ are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Dual Turbo Remote System for SNES® and Genesis™ sold separately.

Acclaim® entertainment, inc.







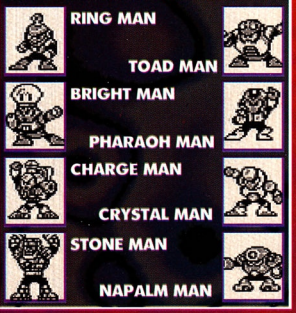
FACT FILE

MEGA MAN IV

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	12
THEME	**% COMPLETE**
ACTION	95%

The evil Dr. Wily is at it again in the fourth installment of the mega popular series, Mega Man. This time Dr. Wily has sent his most powerful robots across the world, to combat them. Dr. Light has invented a new machine to make power items for Mega Man to use in his fight against Dr. Wily, but to make these items Dr. Light needs to use special energy items called P Chips. Mega Man must collect as many P Chips as possible, and then bring them back to Dr. Light's lab. The more P Chips Mega Man brings back to Dr. Light, the better the items Dr. Light can invent for Mega Man. Also to help Mega Man's fight is Rush, Protoman and Flip Top. Rush can turn into a springboard to launch Mega Man in the air. Protoman and Flip Top appear in some stages and give Mega Man helpful items. Mega Man must take advantage of their help if he wants to defeat Dr. Wily.

DR. WILY'S ROBOT MASTERS



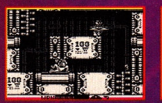


PHARAOH STAGE MAP

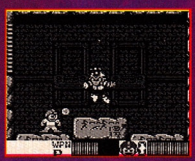
1. In Pharaoh Man's stage Mega Man has to make his way through sand, which is not very easy at all. If he stays in one place too long, he will start to sink into the sand.
2. Just when Mega Man thinks it can't get any worse, he now has to work his way down through the sand caves with less room to jump free from the sand.
3. In this part in the sand cave, Mega Man must jump on the blocks, and then wait for them to drop down so he can slide through the wall. Timing is critical here.
4. Mega Man must find the letters B, E, A, and T. These letters are hidden in the first four stages. In this stage Mega Man gets the letter A.
5. It's time for Mega Man to fight Pharaoh Man. Be sure to have extra energy.



PHARAOH MAN'S STAGE





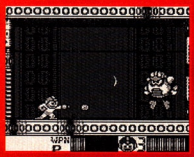


This is one tough stage to beat. When fighting Pharaoh Man, stay away from him to jump over his shield attack.



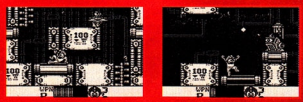
TOAD MAN STAGE

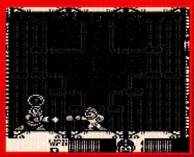




Mega Man must fight through water elements and two Mid-Bosses to get to Toad Man. Watch his rain attack.

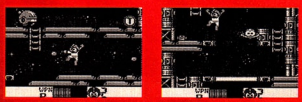
BRIGHT MAN STAGE

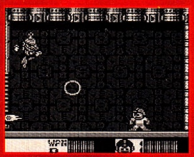




In this stage the lights are constantly being turned on and off, which makes it rather difficult to time your jumps.

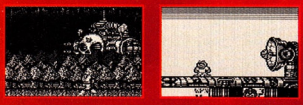
RING MAN STAGE

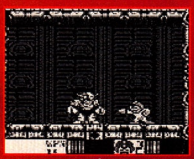




On this stage energy bars open up as soon as you walk on them. Avoid the rings that Ring Man throws at you.

THE VILLAINOUS DR. WILY





To defeat the satellite wait for the eye to open up, then fire away. Next, make your way down to face Dr. Wily.

MEGA ICONS TO USE FOR SURVIVAL!



For 50 P Chips you can buy an extra life.



For 60 P Chips you can fully recover your vitality.



For 120 P Chips you recover your vitality and weapons.



For 30 P Chips you can recharge one of your weapons.



For 150 P Chips the lowest energy will be refilled instantly.



For 80 P Chips all of your weapons will be recharged.

MEGA WEAPONS TO USE FOR ATTACKS!



RUSH can launch Mega Man into the air.



RING—this weapon will come back to you.



BEAT will fly around the screen to attack.



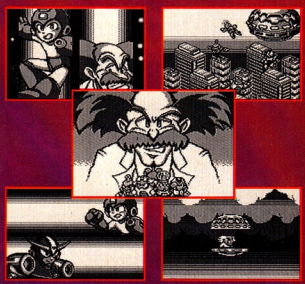
TOAD flies into the air and will hit anything on the screen.



BRIGHT will make a flash on the screen to stun enemies.



PHARAOH—let this weapon charge up to use its full power.



THE GOOD

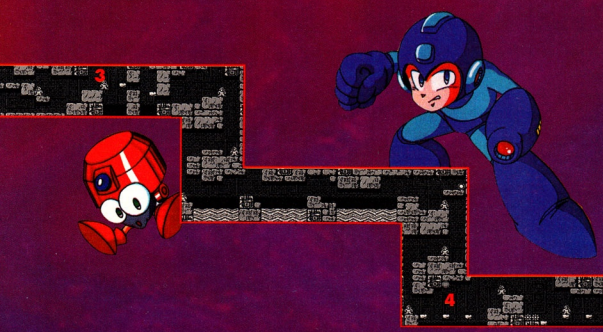
Awesome graphics and intense game play go hand and hand. This game will keep you busy for hours.

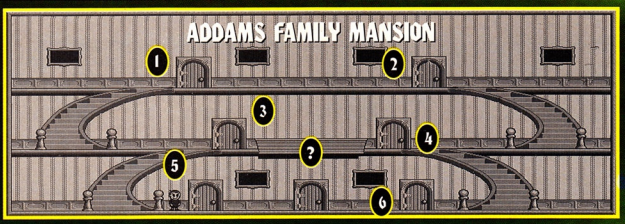
THE BAD

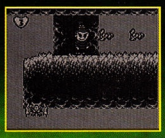
There is some slowdown in parts, which does take away from of the action.

THE UGLY

Your vision after someone pries your hands off of the GameBoy.







SECRET AREAS

Move around each level to find out-of-the-way places that may be hiding some icons.

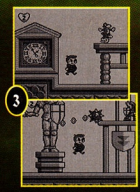
EACH DOOR LEADS TO A NEW ADVENTURE!

You will be standing alone in the middle of the Addams Family household when the game begins. Open any of the doors to start your rescue. The door in the middle of the first floor cannot be entered until the six rooms toward the side have been completed.



CREEPY OBSTACLES

Timing is critical when going through this level where tons of obstacles will get in your way—like swinging blades, cannons and long gaps.



KNIGHTS & THINGS

Watch out here! Weirdo enemies like birds riding on unicycles, sword-throwing knights, and a bearskin rug will attack from all sides.



UNDERGROUND

Below the mansion are passageways and waterways with flying skulls and ugly fish.

THE GOOD

Pugsley's animations are totally hysterical. You gotta see him do a 360 degree head turn!

THE BAD

This is a pretty good game that could've used some color.

THE UGLY

Watch Pugsley climb that rope! Yes, yes, oh yesss!

the Addams Family™

PUGSLEY'S SCAVENGER HUNT

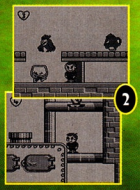


Pugsley's family members have mysteriously disappeared and he needs your help finding them. He believes they are somewhere within the confines of their huge mansion.

Beware! Although this is his home, some of the other ghoulies that live within are not very friendly and will try to stop his progress. Venture through the household in this humorous action game!

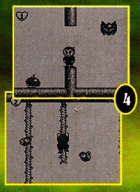
THE KITCHEN

Manage your way through a kitchen loaded with live tea kettles, mad midget chefs, and the hot pipes of a giant wood-burning stove.



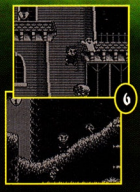
LOGS, LOGS, LOGS

This area consists of a network of secret passageways and entrances. The switches are sparsely located to open doors to other areas.



THE OUTDOORS

Go out the front door to the outside where ghosts and ghoulies lurk. Look around for an entrance to the underground caves.



FACT FILE

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	6
THEME	**% COMPLETE**
ACTION	90%

© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures.

TOMMO INC.

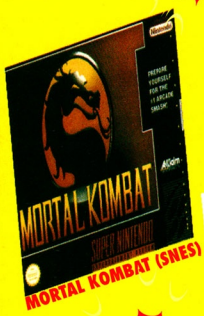
CALL: (213) 680-8880 FAX: (213) 621-2177 OR (213) 628-9202

YOUR #1 JAPANESE & U.S. VIDEO GAME DISTRIBUTOR.

BIG SAVINGS



STREET FIGHTER II (GEN)



MORTAL KOMBAT (SNES)



CYBORG 009 (MEGA CD)



MORTAL KOMBAT (GEN)

BIG SAVINGS



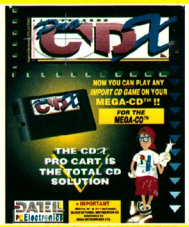
WORLD HERO (SFC)



DRACULA (SEGA CD)



MACROSS (SFC)



MEGA CD CONVERTER

PUBLIC MONTHLY SPECIAL: SNES MORTAL KOMBAT $59.99

CALL THE RETAIL STORE OR MAIL ORDER NUMBER BELOW TO RESERVE YOUR COPY NOW.



DON'T MISS IT!! ORDER NOW!!!

STREET FIGHTER 2 KEY CHAIN & DIGITAL WATCH
(CHUN LI, RYU, KEN, BLANKA, GUILE, E.HONDA, ZANGIEF, DHALSIM)
KEY CHAIN SUGGEST RETAIL PRICE: $1.99 EACH
DIGITAL WATCH SUGGEST RETAIL PRICE: $5.99 EACH
WHOLESALES ORDER WELCOME : CALL: 213/680-8880

NEW

SEGA CD · SEGA GENESIS 16-BIT CARTRIDGE · MEGA LD · MEGA DRIVE · GAME GEAR

SUPER NINTENDO · Nintendo · GAME BOY · NEO GEO · PC Engine · SUPER FAMICOM

RETAIL STORE:
GAME HUNTER GAME SHOP: (415) 344-9679
302 E.FIFTH AVE., SAN MATEO, CA 94401
171 BRANHAM LN #8, SAN JOSE, CA 95136
7485 RUSH RIVER DR# 700, SACRAMENTO, CA 95831

WHOLESALES & INTERNATIONAL ORDER:
CALL: (213) 680-8880 FAX: (213) 621-2177 OR (213)628-9202

MAIL ORDER CALL: (818) 774-2000

THE ULTIMATE TRADING CARD MAGAZ

THE NEW NAME IN NON-SPORTS GUIDES...

From the editors of HERO Illustrated, the magazine that rocked the comics world, comes CARDS Illustrated - the only monthly magazine and price guide to exclusively cover non-sports cards in explosive color throughout!

Every issue of CARDS Illustrated packs in the hottest commentary, the latest insider info, and a comprehensive price listing that's second to none!

Plus, CARDS Illustrated is the ONLY place you can get special HERO Trading Card Sets, featuring nine-card collections of the hottest non-sports cards around! Each issue comes packed with three cards out of each set, as well as other promo and HERO Master-Foil premiums you won't find anywhere else!

Loaded with full-color from cover to cover, CARDS Illustrated gives non-sports fans the best from HERO and then throws in more! Don't miss your chance to get in on the action, and receive some of the hottest cards ever created, this November!

ISSUE #1 INCLUDES:

TWO SPECTACULAR 9-CARD SETS!

CARDS ILLUSTRATED delivers the goods by offering two EXCLUSIVE sets, including SHADOWHAWK and SANDMAN cards you won't find anywhere else!

SCORCHING SHADOWHAWK FOIL COVER!

Jim Valentino's SHADOWHAWK explodes onto the cover of issue #1 with a foil-enhanced design so incredible it could only come from HERO!

SCRATCH-AND-WIN GAME CARD!

HERO readers can now win some of the hottest non-sports card sets of all time, including the original MARS ATTACKS collection and other top picks!

INTERACTIVE NON-SPORTS PRICE GUIDE!

HERO continues to redefine price guides with the most interactive and accurate non-sports listings available! Everything you've come to expect from HERO!

COLLECT ALL 19 HERO CARDS PACKED WITH ISSUE #1!



INE FROM THE CREATORS OF HERO!

CARDS

ILLUSTRATED

ALL CARDS!
ALL COLOR!
ALL HERO!





STAR WARS™

Return to the thrills and excitement of Star Wars. This Game Gear translation is as close to the movie as you can get. This game has cinemas and music directly from the film. Throughout the game you play as heroes, like Luke Skywalker, Han Solo, and Princess Leia. Travel to famous locales like the Mos Eisly's Cantina and the Death Star.

LEVEL ONE: THE CAPTURED REBEL SHIP



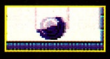
The rebel ship has been captured, and Princess Leia has the plans that could destroy the Empire's ultimate weapon—the Death Star! Controlling the princess, you must find R2-D2, and hide the plans from him. To get to the little droid, you must dodge the many Stormtroopers who are hunting you down.

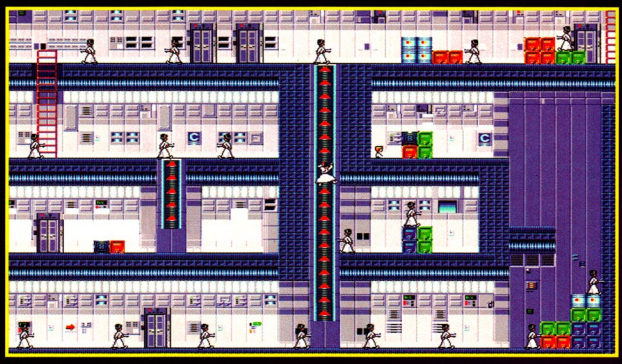


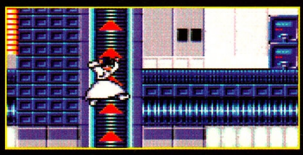
STORMTROOPERS

Beware! These armored soldiers are everywhere.

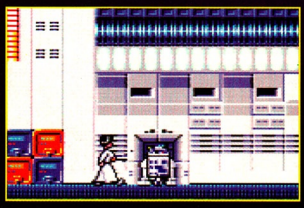
HEALTH ICON





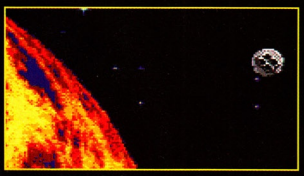


Use the lifters scattered throughout the ship to rise to the next floor. Going up?





LEVEL TWO: TO THE SANDCRAWLER



Young Luke Skywalker's uncle has purchased both R2-D2 and C3P0. Unfortunately, R2 has disappeared. Control Luke as he tries to get to the sandcrawler, where the droid is hidden. Acquire the blaster icon for increased firepower.





Star Wars is a registered trademark of Lucasfilm Ltd. All Rights Reserved.

LEVEL THREE
INSIDE THE CRAWLER...



Escape the Jawas and the mechanical traps in your quest to find R2-D2.

LEVEL FOUR
TO THE CAVES...



Face Sand People and weird flying creatures on your way to the caves.



FACT FILE
STAR WARS

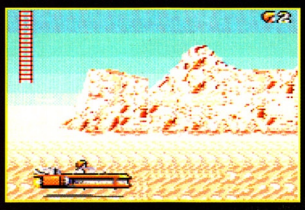
MANUFACTURER	# OF PLAYERS
U.S. GOLD	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	23
THEME	**% COMPLETE**
ACTION	100%

LEVEL FIVE
THE CAVES...OOOOH...



Find old Ben Kenobi inside the cave. He will give you the powerful Lightsaber.

LEVEL SIX
OFF TO THE LANDSPEEDER



The Imperials are on your trail; you'd better flee to your trusty LandSpeeder.

THE HEROES...

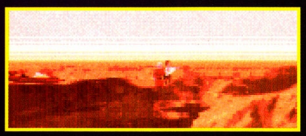




Throughout the game, you can ask the people with you for advice. These may help you along your way. Cool digitization.

LEVEL SEVEN
MOS EISLY SPACEPORT

One of the most loathsome spots in the galaxy, you must find someone to take you off of Tatooine. The Cantina is a good place to check out. Just watch yourself—things could get a little rowdy.





TROUBLE...

The Stormtroopers are closing in!



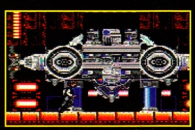
LEVEL EIGHT-ELEVEN
TO HIRE A SHIP...



Find Han Solo, a smuggler more than willing to leave Tatooine.

Brave the streets of Mos Eisly to get to the docking bay. Be careful!

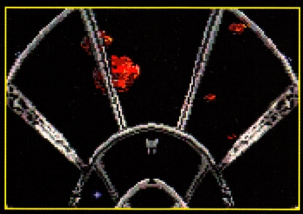




The Imperials are everywhere! Try to find Han's ship, the Falcon.

THE MILLENNIUM FALCON





Take off in the Millennium Falcon, and head toward Alderaan. What's with the asteroid field? Mark-up another planet to the Empire. There's a lot more action up ahead. This is no small game. You're on your own from here.

THE GOOD

Being able to tote this legendary movie-to-game anywhere you roam. And it plays good, too!

THE BAD

The eye strain from playing hours upon hours on the GG's "halfsie" screen.

THE UGLY

Relying on the force to steer your car as you try playing it on the way to the office.

GAME GEAR



DESERT SPEEDTRAP

STARRING Wile E. Coyote and Roadrunner™

Beep beep! Here comes everyone's desert-dwelling fowl in an all-new Game Gear adventure. It's Desert Speedtrap—starring Roadrunner and Wile E. Coyote. In this cart, you play the part of the infamous Roadrunner who needs to avoid the overly-hungry Wile E. Coyote. Go on the run (no pun intended) through the desert as you avoid all types of dangerous obstacles like killer tumbleweeds and ravenous vultures. The Roadrunner must also face an unseen enemy—time. That's right, you must complete each level in a set amount of time or face annihilation! Your only hope is to collect enough star icons to replenish your ticking life clock! Whew! Warp to bonus rooms which contain lots of stars. You can eat birdseed which will replace some of your life meter, too.

Other icons are available as well, like additional star points and extra time. So what are you waiting for? The Roadrunner needs your help, so pick up a copy of Desert Speedtrap starring Wile E. Coyote and Roadrunner. Hurry up, time's a wastin'!



EGM TIP #007

Every once in awhile, you will see a vulture who comes out and attacks the Roadrunner. To collect an icon, jump up and do a bounce on him.



FACT FILE
DESERT SPEEDTRAP

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	12
THEME	**% COMPLETE**
ACTION	100%



The Roadrunner's journey is a long one! Here is a map to guide you along the way.

THE GOOD

Pretty darned impressive for a portable. Some really quick action will get you pumped!

THE BAD

Nothing really new here. Standard run-and-jump-and-generally-avoid-stuff fare.

THE UGLY

Aaagh!!! My eyes!!! I can't see! Oh my God! AAAGH!!



Wile E. Coyote makes cameo appearances throughout the length of the game!

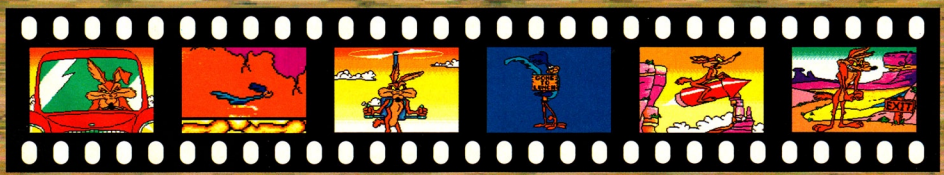
EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



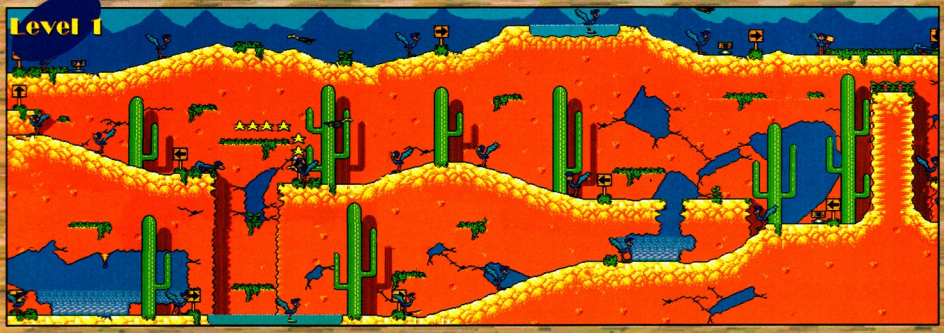


Roadrunner's Death Valley Rally for the SNES (Top) is more graphically pleasing because of the 16-Bit graphics. Desert Speedtrap for the Game Gear does a really excellent job for a handheld unit. Fun on the run!



Looney Tunes, characters, names and all related indicia are trademarks of Warner Bros. © 1993.

Level 1





Level 2

In Level 2, Roadrunner must be on the lookout for a number of things. First, priority must be given to collecting stars. You can find them all over the place! Second, learn to use the jumping springs to get to inaccessible locations the Roadrunner must navigate. With a little practice, this level will be a cakewalk.



Level 3

Level 3 represents somewhat more of a challenge to our feathered friend. Watch out for vultures and tumbleweeds as you speed across the desert. Also of a concern is that crazy Wile E. Coyote, who is now behind the wheel of a bus! Be careful, because he'll try to run you over! Remember to duck!



Level 4

Level 4 is a real pain! Now the Roadrunner must deal with killer plants, jaw-snapping creatures, and that bus-driving-psycho—Wile E. Coyote. Make sure that you allow yourself enough time to cross this level because you may just run out! For this reason, remember to pick up plenty of stars!



ICONS AND OTHER GOOD STUFF!



STARS—These babies add extra seconds to your ever-depleting timeclock. These are important!



SEED—Seeds can be used to replenish your health. Some of these give you the ability to continue where you were killed (right).



BUTTONS—These will activate platforms to get the Roadrunner into those hard-to-reach places.



EGM TIP #008

A lot of importance is placed on elapsed time, so you must try to grab all of the stars that you can. Find these teleporters to get hidden stars!

GAME GEAR



ECCO the DOLPHIN



FACT FILE

ECCO

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	N/A
THEME	**% COMPLETE**
ACTION	70%

Something strange has happened to many of the ocean's life-forms—they have vanished from existence.

Play as the brave dolphin, Ecco, and track down the whereabouts of your pod. Some creatures of the deep such as sharks, jellyfish and a very huge octopus may try to slow your progress.

Although the graphics and sound aren't as good as the Genesis, the game play has been faithfully preserved. The levels are also huge and you may be lost sometimes. Luckily, you can navigate through the waterways with your sonar. The passwords help a lot for this long quest.

THE GOOD

The animation of Ecco is fast and very smooth which gives the impression of a real dolphin.

THE BAD

The dolphin squeal can get pretty annoying as you get further in the game.

THE UGLY

Yeah, swim, swim, yeah! Watch out for those tuna nets!

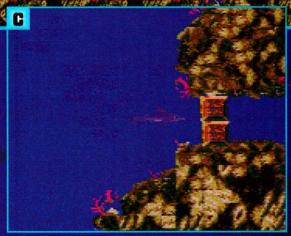




Communicate with members of your pod about the recent strange events.



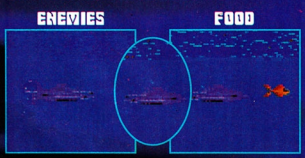
Jump into the air and all of the sea life will get sucked out of existence.



After all sea life has left the blockade, a new world will open to your right.

RAMMING TECHNIQUE

Use Ecco's bottle-nose as a weapon and ram into enemies or just dart toward smaller fish for nourishment.





SEA LIFE ENEMIES



SONAR TECHNIQUE

Dolphins are very intelligent. They use sonar to communicate with other dolphins and navigate through the water.







FACT FILE
FANTASTIC DIZZY

MANUFACTURER	# OF PLAYERS
CODEMASTERS	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	N/A
THEME	**% COMPLETE**
ACTION	100%



Start your adventure at home. Grab what you can and go save Daisy!



Watch your timing on this crazy jump. Those barrels can be lethal!

Huge Levels to Explore!!!

After you get the weed killer, use the ground floor elevator key in order to go back into the treehouse village.

Upon killing the big weed, you can explore the rest of the village, picking up helpful clues and keys along the way.



After you find keys, go into Daisy's house, but don't stay too long.







Find a way to survive underwater before you dive in or you'll drown.

Many things to find!



Use keys to open locked doors.



Feed this turkey to the rhino.



Need these icons to use elevator.



This star is worth big points.



Dizzy's here and he's pretty upset. Daisy's been kidnapped by the evil Wizard Zacks, and Dizzy is the only one brave enough to save her. Now Dizzy must leave his home in the Yolkfolk Treehouse Village to start his quest.

Beginning in Dizzy's own house, he has to find the key to get out. Once you're out, search everywhere for clues and items to help you along before you leave the village.

This game is of the quest type, where you have to search everywhere to find the things you'll need to complete the game.

THE GOOD

I love the way he flips when he jumps! It's quite an involving game.

THE BAD

Sometimes Dizzy starts to roll and there's no stopping him—even if it's right into an enemy!

THE UGLY

Since when have rhinos started eating turkey?

FANTASTIC DIZZY

RECEIVE UP TO $40.00 Per Game

(When selling us your games!)

NINTENDO GAMES

We Pay You	We Sell Used
10 Yard Fight	$1 $4
1942	3 8
1943	6 16
720	1 5
8 Eyes	2 7
Abadox	2 5
Addms Fmly	10 28
Adv Bys Billy	1 4
Adv Dino Riki	2 7
Adv Island	6 20
Adv Island 2	16 36
Adv Island 3	24 42
Adv Of Lolo	10 20
Adv Of Lolo 2	20 42
Adv T Sawyer	4 12
After Burner	4 14
Air Fortress	1 5
Airborne Rngr*	16 30
Airwolf	4 8
Al Unser	3 15
Alfred Chckn*	16 30
Alien 3	18 40
Alien Syndrme	4 8
All Pro Basktbl	4 15
Alpha Mission	1 5
Amagon	1 5
Amer Gladtrs	10 20
Anticipation	5 10
Arch Rivals	6 18
Archon	2 8
Arkanoid Game	10 30
Arkistas Ring	3 12
Asterix - Gaul*	16 30
Astyanax	1 5
Athena	2 5
Athletic World	3 12
Attck Flt 223	2 15
Baby Boomer	10 30
Back Futr	1 5
Back Futr 2/3	2 10
Bad Dudes	1 7
Bad News Bsbl	6 16
Bad St Brawler	1 5
Balloon Fight	2 7
Bnd Kngs Chna	20 36
Barbarian	22 39
Barbie	14 28
Bards Tale	8 20
Baseball	1 4
Baseball Pros	16 30
Baseball Smltr	6 18
Bsbll Strs	14 30
Bsbll Strs 2	22 40
Bases Load	3 7
Bases Load 2	4 12
Bases Load 3	10 20
Bases Load*	22 39
Basewars	10 19
Batman	3 10
Batman Rtrns	18 40
Batman Rtn Jkr	10 20
Battle Chess	10 20
Battle Olymps	2 10
Battle Tank	10 22
Battleship*	16 30
Battletoads	8 20
Bttlds/Dbl Drgn	29 39
Bee 52	4 18
Beetlejuice	6 18
Best Of Best	12 34
Bible Advntrs	8 20
Bible Buffet	16 49
Bg Brd Hd/Spk	10 28
Big Foot	3 15
Bignose Cwnan	8 20
Bignose Freaks	10 28
Bill & Ted Adv	3 10
Bio Force Ape*	16 30
Bionic Cmmnd	2 7
Black Bass	16 38
Blackjack	16 30
Blades Steel	6 16
Blstr Mstr	3 8
Blazebsters*	16 30
Blue Marlin	22 45
Blues Bros	12 26
Bo Jackson	10 22
Bomberman	6 18
Bomberman 2	24 40
Bonk's Adv*	22 39
Boomrng Kid*	22 39
Boulder Dash	4 16
Boy & His Blob	3 10

We Pay You	We Sell Used
Brainiac*	$22 $39
Break Time	16 38
Breakthru	1 5
Bubble Bbbl	10 22
Bubble Bbbl 2*	16 30
Bucky O Hare	12 26
Bugs Bny Bldgy	12 26
Bugs Bny Cstl	8 22
Bump & Jump	2 10
Burai Fighter	1 6
Burgertime	3 15
Buster Bros*	16 30
Cabal	3 10
Caesars Palace	22 40
Calif Games	2 8
Calif Raisins	16 30
Capt America	16 30
Capt Comic	1 6
Capt Planet	8 19
Capt Skyhawk	1 5
Carmen Sndgo	12 26
Cartoon Wrkshp	22 39
Casino Kid	14 28
Casino Kid 2	26 49
Castelian	3 16
Castle Deceipt	8 20
Castlediagon	1 6
Castlequest	4 8
Castlevania	2 7
Castlevania 2	2 7
Castlevania 3	6 20
Cave Man Games	2 10
Chall Dragon	14 28
Champ Bowling	8 20
Chessmaster	16 30
Chiller	8 16
Chip 'n Dale*	16 30
Chubby Cherub	3 15
Circus Caper	2 10
City Connection	1 5
Clash At Demnhd	1 5
Classic Cncnt	16 32
Cliffhanger	16 30
Clu Land	10 20
Cobra Commnd	1 7
Cobra Triangle	1 6
Code Nm Viper	1 5
Color Dinosaur	16 30
Commando	1 4
Conan	4 15
Conflict	14 28
Cnqs Xtal Plce	1 7
Contra	4 15
Contra Force	6 30
Cool World	16 30
Corvette ZR1*	16 30
Cowboy Kid	10 22
Crash Dummies	16 30
Crash/Boys-Ice	16 30
Crash/Boys-Str	14 28
Crazyland*	16 30
Creatom	16 30
Crystal Mines	16 30
Crystalis	3 10
Cyberball	8 30
Cybernoid	1 5
Dance Aerobics	3 12
Darkman	1 5
Darkwing Duck	12 30
Days Thunder	4 15
Daydrm Davey*	12 24
Days Of Thndr	6 15
Deadly Towers	1 4
Death Race	4 18
Deathbots	3 16
Def Of Crown	3 8
Def Of Dyn City	6 30
Defender 2	3 12
Deja Vu	3 12
Demon Sword	1 5
Dennis/Menace*	16 30
Desert Commnd	6 15
Destiny Of Emp	12 22
Dick Tracy	1 7
Die Hard	8 30
Die Hard II	4 15
Digger T Rock	4 18
Dirty Harry	2 7
Dizzy Adv	4 16
Dizzy	8 28
Donky Kng	6 18
Donky Kng Jr	4 15

We Pay You	We Sell Used
Donky Kng 3	$3 $10
Donky Kng Cls	6 20
Donky Kng Math	6 20
Double Dare	6 18
Double Drag	2 7
Double Drag 2	3 10
Double Drag 3	2 12
Double Dribble	3 8
Double Strike	6 20
Dr Chaos	1 7
Dr Jekyll/Hyde	1 5
Dr Mario	4 20
Dracula*	16 30
Dragon Fighter	8 24
Dragon Power	1 4
Dragon Spirit	1 5
Dragon Warr	2 5
Dragon Warr 2	13 30
Dragon Warr 3	26 48
Dragon Warr 4	30 48
Dragons Lair	4 18
Dragonstrike	14 28
Dream Team	16 30
Duck Tales	4 12
Duck Tales 2*	22 40
Dudes W/Tudes	2 12
Dungeon Magic	3 10
Dusty Diamond	12 24
Dyno Warz	1 7
Elevator Action	2 8
Elim Boat Duel	12 28
Emp Strks Bck	14 32
Evrt/Ldd Ten	4 15
Excitebike	7 16
Exodus	8 22
F 1 Hero	22 39
F 117 Stealth Ftr	16 36
F 15 City Wars	16 30
F 15 Strike Eagle	14 28
Family Feud	14 36
Fantasy Zone	5 15
Faria	18 36
Faxanadu	1 6
Felix The Cat	20 40
Ferrari GP	12 25
James Bond Jr	10 30
Jaws	2 7
Jeopardy	8 18
Jeopardy Jr	6 18
Jeopardy 25th	8 18
Jerry Boy Sim*	16 30
Jetsons*	18 34
Jimmy Connors*	16 30
Joe & Mac	10 30
Jrnyto Mchines	8 30
Jrnyto Mdn 93*	16 30
Jordan vs Bird	4 9
Joshua	14 30
Journey Silius	2 7
Joust	2 8
Jurassic Park	18 38
Karate Champ	1 5
Karate Kid	1 5
Karnov	1 5
Kckbr Cubicle	10 20
Kickmaster	4 18
Kid Icarus	4 12
Kid Klown*	18 39
Kid Kool	3 12
Kid Niki	1 7
Kngdm Crsdne	24 28
King Of Kings	8 22
Kings Knight	1 4
Kings Of Beach	2 7
Kings Qst 5	16 29
Kirbys Adv	26 42
Kiwi Kraze	3 18
Klash Ball	1 4
Klax	16 34
Knight Rider	2 7
Knzy Krackers	12 22
Kntl Fthl Lg	2 7
NES Open	18 34
Ngl Mnsll Rcg*	16 30
Nightmr Elm St	8 18
Nightshade	3 16
Ninja Crsdrs	3 12
Ninja Gaiden	2 7
Ninja Gaiden 2	2 8
Ninja Gaiden 3	6 20
Ninja Kid	1 7
Noahs Ark	16 30
Nobun Ambtn	12 22
Nobun Ambtn 2	24 48

We Pay You	We Sell Used
Gnr Wld Strch	$16 $30
Gremlins 2	4 10
Guardian Lgnd	1 5
Guerilla War	2 8
Gum Shoe	1 5
Gun Nac	3 24
Gunsmoke	3 8
Gyruss	4 10
Hammrn Harry*	16 30
Harlm Globtrtrs	6 15
Hatris	18 36
Heavy Barrel	1 7
Heavy Shreddin	1 7
Heros Of Lance	4 18
High Speed	16 32
Hillsfar	18 40
Hit The Ice*	16 30
Hogans Alley	3 8
Hollywood Sqrs	4 12
Home Alone	6 22
Home Alone 2	4 24
Hook	4 26
Hoops	2 7
Hudson Hawk	8 15
Hunt Red Oct	3 12
Hydlide	1 5
I Can Remembr	6 24
Ice Climber	3 9
Ice Hockey	1 5
Ikari War	1 5
Ikari War 2	1 5
Ikari War 3	1 10
Image Fight	2 6
Immortal	10 19
Indn Mission 2	1 12
Ind Jns Doom	1 5
Ind Jns 1st Cr	6 18
Indy Heat	16 30
Infiltrator	1 5
Inn Sword	1 5
Inn Tank	1 5
Inslated Warr	3 14
Jck Nckls Golf	8 20
Jackal	1 4
Jackie Chan KF	12 25
James Bond Jr	10 30
Jaws	2 7
Metal Mech	4 15
Metroid	1 7
Michl Andretti	6 16
Mickey Mouse	2 10
Mcky Drm Bln*	22 39
Mcky Safari	16 30
Mcky Adv Nsd*	16 30
Micro Machines	8 30
Mig 29	2 18
Might & Magic	30 50
Mighty Bmb Jck	2 7
Mghty Fnl Fgt*	16 30
Millipede	16 30
Milons Sec Ctl	4 8
Mini Putt*	16 30
Miracle Piano	16 39
Mission Cobra	12 26
Mission Imp	1 5
Monopoly	22 40
Monst Trk Rly	14 28
Monster Party	1 5
Monstr Pockt	4 22
Moon Crystal	16 30
Moon Ranger	16 30
Motr City Pnt	16 36
Mr Gimmick*	16 30
Mr Pacman	14 60
MULE	6 16
Muppet Adv	4 12
Muscle	1 5
Mutant Virus	2 8
Mystery Quest	3 8
NARC	3 9
Nascar Chall	12 25
Natl Fthl Lg 2	2 7
NES Open	18 34
Ngl Mnsll Rcg*	16 30
Nightmr Elm St	8 18
Nightshade	3 16
Ninja Crsdrs	3 12
Ninja Gaiden	2 7
Ninja Gaiden 2	2 8
Ninja Gaiden 3	6 20
Ninja Kid	1 7
Noahs Ark	16 30
Nobun Ambtn	12 22
Nobun Ambtn 2	24 48

We Pay You	We Sell Used
Legends Dmnd	$12 $25
Lemmings	3 29
Lethal Weapon 3	16 30
Life Force	1 5
Limo Spacehead	16 30
Litl Lg Bsbl	6 15
Litl Mermaid	12 25
Litl Ninja Bros	8 28
Litl Nmo Dr Mstr	4 16
Litl Samson	16 30
Lode Runner	3 9
Lone Ranger	8 16
Loopz	12 24
Los In Vegas	16 30
Low G Man	1 7
Lunar Pool	6 16
Mach Rider	1 4
Mad Max	2 7
Mafat Cnsprcy	1 5
Mag Jhnsn Bskb	1 5
Mag Shrezadz	2 8
Magic Darts	8 25
Magician	4 18
Magmax	1 4
Major Lg Bsbl	1 4
Maniac Mansion	8 18
Mappyland	3 15
Marble Madns	4 10
Mario Brothers	2 8
Mario Is Missng	24 40
Marvels X-Men	22 39
Master Chu	6 15
Matchbox Racers	16 30
Mc Kids	14 30
Mch Attack	3 10
Mega Man 1	10 20
Mega Man 2	6 15
Mega Man 3	8 18
Mega Man 4	8 26
Mega Man 5	18 38
Mega Man 6*	16 30
Menace Beach	14 30
Mendel Palace	1 8
Metal Fighter	6 20
Metal Gear	1 4
Metal Man*	16 30
Metal Storm	4 15

We Pay You	We Sell Used
North & South	$12 $22
Nosferatu*	16 30
Operation Wolf	1 5
Orb 3D	1 5
Othello	6 15
Over Horizon*	16 30
Overlord	12 25
P Radicus	8 18
Pacman	10 26
Pacmania	24 45
Palamedes	10 22
Panic Restrnt	16 30
Paperboy	4 15
Paperboy 2	12 26
Perfect Fit	8 20
Pesterminator	3 12
Petr Pan Pirates	1 15
Phantm Fighter	1 7
Pictionary	4 12
Pinball	6 15
Pinball Quest	8 18
Pinbot	8 18
Pipe Dream	8 19
Pirates	14 30
Platoon	1 4
Play Act Fthl	1 4
Pool Radiance	14 28
Popeye	3 10
POW	7 18
Power Punch 2	6 26
Powerblade	4 12
Powerblade 2	16 30
Predator	2 7
Prince Persia	14 30
Princ Tomato	10 20
Pro Am Racing	3 8
Pro Am Racng 2	18 36
Pro Sprt Hcky	10 30
Pro Wrestling	2 7
Punch Out	2 7
Punisher	4 15
Puss & Boots	4 16
Puzzle	10 20
Puzznic	16 38
Pyramid	14 28
Pyramids Of Ra	16 30
Q Bert	3 15
Qix	18 38
Quant Fighter	1 7
Quattro Adv	12 25
Quattro Arcd	10 20
Quattro Sports	10 20
Race America	16 30
Racket Attack	1 5
Rad Gravity	1 7
Rad Racer	1 10
Rad Racer 2	6 15
Rad Racket	3 20
Raid 2020	8 20
Raid Bngld Bay	1 5
Rainbow Island	16 30
Rally Bike	6 18
Rambo	1 5
Rampage	3 10
Rampart	12 28
RBI Baseball	2 8
RBI Bsbl 2	10 19
RBI Bsbl 3	18 34
Remote Control	7 7
Ren & Stimpy*	16 30
Renegade	1 4
Rescue Emb Mis	1 5
Rescue Rangers	6 18
Rescue Rangers 2*	16 30
Ring King	1 7
Rivr Cty Rnsm	3 10
Road Blasters	4 12
Road Runner	6 20
Robin Hood	6 18
Robo Cop	3 8
Robo Cop 2	4 20
Robo Cop 3	12 30
Robo Cp vs Trm*	16 30
Robo Demons	10 20
Robo Warriors	1 5
Rock N Ball	2 10
Rocket Ranger	1 5
Rocketeer	1 8
Rockin' Kats	12 22
Rcky/Bullwnkl	20 38
Rgr Clmns Bsbl	8 19
Roger Rabbit	8 20
Roller Ball	10 22
Roller Games	2 7

We Pay You	We Sell Used
Rollerbld Rcr	$16 $30
Rolling Thunder	1 7
Rmnc 3 Kngdls	8 20
Rmnc 3 Kngds 2	16 40
Roundball	3 22
Rush N Attack	1 4
Rygar	1 5
S.C.A.T.	3 20
Secret Scout	12 28
Secret Storm	8 22
Section Z	1 4
Seicross	1 5
Sesame St 123	3 15
Sesame St ABC	4 15
Sesm ABC/123	24 40
Sesame Cntdwn	12 38
Sesame St Prty	4 10
Shadow Ninja	3 12
Shadowgate	3 8
Shatterhand	1 12
Shingen Ruler	4 12
Shinobi	4 12
Shock Wave	4 14
Shooting Range	4 15
Short Order	3 15
Side Pocket	16 38
Silent Assault	6 20
Silent Service	1 6
Silk Worm	3 12
Silver Surfer	3 8
Smpsns-Bv Sm	3 15
Smpsns-Bv Wrld	4 18
Smpsns-Bv Rtm	12 30
Sky Kid	1 5
Skull & Crsbnes	2 7
Slalom	1 5
Smash TV	1 10
Sky Shark	1 5
Snake Rattle	3 12
Snakes Revenge	1 5
Snoopy Sports	6 18
Soccer Brothers	18 40
Solar Jetman	17 39
Solitaire	22 39
Solomans Key	3 8
Solstice	1 6
Space Marine*	16 30
Space Shuttle	8 20
Spelunker	1 7
Spiderman-Sin 6	4 28
Spiritual Warfare	10 28
Spot The Game	8 20
Spy Hunter	1 7
Spy vs Spy	2 7
Spoon	2 10
Squashed*	16 30
Stadium Events	16 30
Stakk'm	16 30
Stanley	10 30
Star Force	1 5
Star Ship Hector	1 5
Star Soldier	1 5
Star Trek	16 30
Star Trek 25th	16 30
Star Voyager	1 5
Stealth	2 7
Stinger	1 5
Street Cmbt	4 15
Street Fighter	2 10
Strider	1 5
Stunt Kids	16 30
Superman	4 12
Super Cars	4 18
Super Contra	2 10
Super Dodge Ball	2 10
Super Glove Ball	1 5
Super Jeopardy	10 24
Super Mario	1 4
Super Mario 2	6 16
Super Mario 3	10 20
Super Mr/Dk Hl	1 2
Super Mr/Dk/Trk	1 2
Super Off Road	6 18
Super Pitfall	2 7
Spr Stm Dunk*	16 30
Super Spk Vlybl	3 12
Super Spk/WCSOC	6 15
Super Sprint	2 8

We Pay You	We Sell Used
Super Spy Hunter	$8 $20
Supr Trn Games	4 10
Swampthing	12 34
Swordmaster	12 28
Swords & Serps	4 10
Taboo 6th Sense	2 7
Tag Tm Wrest	1 5
Tagin Dragon	10 22
Talespin	8 22
Target Renegade	1 5
Tecmo Baseball	2 8
Tecmo Bowl	3 16
Tecmo Bowl 2	16 35
Tecmo Cup Socr	14 34
Tem NBA Bskbl	24 44
Tecmo Wrld Wrst	4 10
T MNT	2 7
T MNT 2	6 15
T MNT 3	16 35
T MNT Tmt Ftr*	16 30
Tennis	1 7
Terminator	16 38
Terminator 2	6 18
Terra Cresta	1 8
Tetris	12 22
Tetris 2*	16 30
Thms Tank*	16 30
Thndr Dsbogs	4 10
Thunderbirds	1 10
Thundercade	2 8
Thndr & Ltng	6 20
Tiger Heli	1 5
Tiles Of Fate	12 22
Time Lord	1 4
Times Of Lore	12 28
Tiny Toon	20 40
Tiny Toons 2	22 39
To The Earth	1 5
Toki	10 22
Tom & Jerry	16 35
Tombs & Trsrs	6 18
Toobin	8 22
Top Gun	1 5
Top Gun 2	2 10
Totally Rad	1 5
Touchdown Fever	1 5
Tower Of Radia	16 30
Town Crtry	1 2
Town Crtry 2	3 20
Track & Field	1 5
Track & Field 2	1 6
Trbsman-Sin 6	4 28
Treasure Island	16 30
Treasure Master	1 16
Trick Shooting	1 12
Trog	8 18
Trog 3D	1 4
Trolls	16 35
Twin Cobra	6 12
Twin Eagle	6 18
Ult 1 Exodus	4 12
Ult 2 Quest	14 26
Ult 3 War/Dest	36 59
Ultmt Air Cmbt	18 36
Ultmt Bsktbl	4 16
Ultmt Journey	18 39
Ultmt Soccer	18 28
Ultmt Stuntman	1 12
Unchrtd Watrs	14 38
Untouchables	12 26
Untouchables	3 16
Uphoria*	16 30
Urban Chmpn	1 3
Vegas Dreams	22 48
Venice Bch Vlybl	1 6
Vice Proj Doom	1 10
Videomation	3 15
Vindicators	1 5
Volleyball	1 7
Wacky Races	10 30
Wall Street Kid	3 8
Wally Bear	6 29
Wayne Gretsky	4 15
Waynes World*	16 30
Werewolf	3 8

We Pay You	We Sell Used
Wheel Fortune	$10 $22
Wheel Frtn Fam	10 22
Wheel Frtn Jr	8 20
Whl Frtn Wnna	14 38
Where's Waldo	4 12
Whomp'em	2 20
Widget	14 36
Wild Gunman	1 8
Willow	1 7
Win Lose Draw	1 8
Winter Games	1 4
Wizardry	12 22
Wizardry 2	22 40
Wizrds & Warrs	1 5
Wizrds & Warrs 3	3 18
Wolverine	14 30
Wrld Champ	2 18
Wrld Chmp Wr	3 12
Wrld Cl Trk	1 5
World Cup Socr	6 16
World Games	1 8
World Runner	1 4
Wrath Blk Mnta	1 5
Wrecking Crew	3 8
Wrestlemania	1 5
Wurm	1 15
WWF Challng	4 12
WWF King Rng*	16 30
WWF Stl Cage	12 25
Xenophobe	1 5
Xevious	1 5
Xexyz	1 5
Yo Noid	4 15
Yoshi	12 30
Yoshis Cookie	16 30
Yng Indy Chrn	16 36
Zanac	1 5
Zelda	3 8
Zelda 2	4 12
Zn/Intrgl Ninja*	16 30
Zombie Nation	6 22

ACCESSORIES

Control Deck	**$13 $30**
Adv Joystick	3 12
Arkanoid Cntrl	14 28
Carry Case/Lg	1 8
Carry Case/Sm	1 4
Comp Pro	1 18
Display Box	1 3
Double Player	3 12
Dust Cover	1 2
Epyx Joystick	2 7
Ext Cord Cntrl	2 7
Four Score	6 15
Game Genie	14 32
Game Holder/Lg	2 7
Game Holder/Sm	1 3
Joy Card	1 10
Light Gun	1 5
Mega Joypad	6 12
Misc Joypad	2 7
Misc Joystick	1 5
NES Max Joypad	2 8
Power Glove	8 16
Power Pad	3 10
Quick Shot Rnd	1 6
Rock N Roller	8 18
Satelite	3 10
Single Wireless	2 7
Star Mstr Joystk	2 8
Supr controller	1 3
U Force	1 7
Ult Joystick	4 16
Ult Wireless	14 32
Wizmaster Joystk	6 16
Zipper Cntrl	3 7

***These games may not be released by the manufacturer.**

SELLING YOUR GAMES IS QUICK AND EASY!!

Call our friendly FUNCO agents at (612) 946-8883 first for current prices. After you call, you'll be asked to do these things:

a. Alphabetize the games you wish to sell on this list.
b. Write the number and name of the agent you spoke with.
c. Ship your games A.S.A.P. and your list to:

FUNCO, INC. • 10120 W. 76th Street • Minneapolis, MN 55344

We Also Buy & Sell *Game Boy*, Neo•Geo, Game Gear and Sega CD Games and Accessories

FUNCO, INC. 10120 W. 76th Street Minneapolis, MN 55344

To Sell Us Games: Call us first for current prices. Due to a 3 month lead time to place this ad, our buy and sell prices may be different. We reserve the right to refuse any purchase or sale.

CALL TODAY! Buy and Sell Prices May Be Subject to Change.

612•946•8000

SUPER NES

We Pay You/We Sell Used			
Abrms Btltnk	$16	$36	
Addms Fmly*	26	45	
Adv Dizzy*	26	45	
Aero Acrobat*	26	45	
Aerobiz*	20	44	
After Burner 2	16	30	
Air Diver	8	18	
Airbuster	6	18	
Aladdin*	26	45	
Alex Kidd	8	18	
Alien 3	16	40	
Alien Storm	8	22	
Aliens/Predatr	26	44	
Alisia Dragon	4	22	
Altered Beast	6	16	
Amzng Tnnis	28	48	
Amer Gladtrs	18	38	
Andre Agssi Tns	20	38	
Arch Rivals	10	35	
Arcus Odyssy	18	36	
Arrow Flash	4	20	
Art Alive	16	38	
Atmic Robo Kd	6	16	
Atmic Rnnr	8	35	
Attack Sub	24	42	
Awesm Possm*	26	45	
AWS Soccer*	26	45	
B.O.B.*	26	45	
Back Futr 3	8	35	
Bckrd Racrs*	26	45	
Barbie*	26	45	
Batman	8	22	
Batman Rtrns	16	38	
Batman Rtn Jkr	12	35	
Battle Mstr	16	34	
Battle Sqdrn	6	16	
Battletoads	20	38	
Beanball Bsy*	24	45	
Beast Wrestler	14	36	
Beauty-Bst B'Qst*	26	45	
Beauty-Bst Finly*	26	45	
Beauty-Bst Roar*	26	45	
Best Of Best*	26	45	
Big Nse Frks Ot*	26	45	
Bill Walsh Ftbl*	26	45	
Bimini Run	16	30	
Biohazrd Btl	12	30	
Blades of Vengc*	26	45	
Blaster Mstr 2*	18	40	
Block Out	18	38	
Bomb Count	26	45	
Bonanza Bros	10	22	
Boxing Leg Rng*	24	45	
Breach	24	45	
Brett Hull Hcky*	26	45	
Bubsy*	26	48	
Buck Rogers	18	38	
Budokan	3	10	
Bulls vs Blazers	32	50	
Bulls vs Lakers	10	30	
Burning Force	8	16	
Bustr Dgls Bxg	8	18	
Cadash	10	30	
Caesars Palace*	26	45	
Cal Ripken Bsbl	18	40	
Caliber 50	8	22	
Calif Games	18	38	
Capt America	22	44	
Capt Planet	26	48	
Crnm Sndg	14	35	
Crnm Sndg-Wid	30	50	
Cstlevna Bldlns*	26	45	
Centurion	16	36	
Chakan	20	40	
Champ Bowling	26	45	
Champ Lg Socc*	26	48	
Chase HQ 2	24	44	
Chessmstr 2100	24	45	
Chester Cheetah	24	45	
Chi Chi Pro Chll*	26	48	
Chiki Chiki Bys	20	44	
Choplifter 3*	26	45	
Chuck Rock	14	36	
Cliffhanger	26	45	
Clue	22	40	
Columns	22	40	
Cool Spot*	30	50	
Cool World	26	44	
Cosmic Spachd*	26	45	
Crack Down	8	24	
Crash Dummies*	26	45	
Cross Fire	14	24	
Crue Ball	18	40	
Cyber Cop	10	38	
Cyberball	3	15	
Cyborg Just	20	39	
Dark Castle	8	20	
Dashin Dgrdr*	26	45	
David Robinson	8	30	
Davis Cup Tnns*	26	45	

We Pay You/We Sell Used			
Deadly Moves	$30	$50	
Death Duel	16	35	
Decap Attack	4	20	
Desert Strike	26	45	
Devilish	16	35	
Dick Tracy	10	20	
Dick Vit Bsktbl*	26	45	
Dinoland	20	38	
Dinosaurs/Hire	26	44	
DJ Boy	6	20	
Dolphin	18	45	
Double Drag	10	35	
Double Drag 3	16	38	
Dracula*	26	45	
Dragons Fury	24	48	
Dragons Fury 2*	26	45	
Dynamite Duke	6	20	
E Swat	4	16	
Earnest Evans	6	22	
El Viento	8	22	
Elemental Master	24	45	
ESPN Bsbl Tnght*	26	45	
Euro Hockey(MD)	34	59	
European Racers*	26	45	
Evander Hlyfld	14	36	
Ex-Mutants	8	28	
Exile	18	38	
F 15 Strike Eagle*	26	45	
F 19 Stealth Ftr*	26	45	
F22 Interceptr	16	30	
Fairy Tales	12	22	
Family Fued*	26	45	
Fantasia	10	26	
Fantastic Dizzy*	26	45	
Fatal Fury	34	54	
Fatal Rewind	4	15	
Fatl Labyrnth	4	16	
Ferrari GP	18	32	
Fido Dido*	26	45	
Fghtng Mstrs	18	40	
Final Fight	6	20	
General Chaos*	26	45	
Grge Frmn	16	40	
Ghost Busts	4	18	
Ghouls Ghsts	6	20	
Gladiator	12	36	
Golden Axe	8	20	
Golden Axe 2	16	30	
Golf	6	20	
Goofy*	26	45	
Granada	6	18	
Great Waldo Srch	18	45	
Greatest Hvywts*	26	45	
Greenber Ftbl	10	22	
Grindstormer*	26	45	
Growl	14	30	
Gundin Angels*	20	44	
Gunship*	26	45	
Hard Drivin'	12	22	
Hardball	6	18	
Hatrun 2019	3	50	
Haunting*	26	48	
Heavy Nova	6	20	
Hellfire	8	20	
Herzog Zwie	22	40	
High Seas Havc*	26	45	
Hit The Ice	18	40	
Hi-Tech Aircft*	26	45	
Hockey*	26	45	
Home Alone	26	48	
Clue	22	40	
Hooves Thndr*	26	45	
Humans	18	40	
Immortal	28	50	
Incrdble Hulk*	26	45	
Ind Jns Lst Cr	18	38	
Insector X	6	18	
Ishido	2	12	
Itchy & Scrtchy*	26	45	
Jack Nkls Golf	26	42	
James Bond 007	20	40	
James Pond	6	16	
James Pond 2	8	22	
James Pond 3	16	36	
Jennifr Cap Tns	24	40	
Jeopardy	30	49	

We Pay You/We Sell Used			
Jester	$26	$45	
Jewel Master	4	20	
Joe & Mac*	26	45	
Joe Mntna	4	16	
Joe Mntna 2	6	20	
Joe Mntna 3	10	30	
John Madn	4	15	
John Madn 92	4	22	
John Madn 93	22	42	
John Madn 94*	26	48	
John Madn Ch Ed	30	69	
Jordan vs Bird	10	28	
Junction	10	20	
Jungle Strike	28	50	
Jurassic Park	26	48	
Ka Ge Ki	8	29	
Kabuki*	26	48	
Kagrzi 2*	26	48	
Kawasaki Chall*	26	48	
Keeper of Gates*	26	48	
Kid Chameleon	14	35	
King Salmon	20	44	
King/Monsters	18	40	
Kings Bounty	14	28	
Klax	18	34	
Krustys FH	10	30	
Lakers Celtics	4	18	
Land Stalker*	26	45	
Last Battle	6	15	
Lemmings	24	45	
Lethal Enforcers*	36	63	
LHX Attck Chppr	14	36	
Lightning Force	8	22	
Litl Mermaid	16	36	
Lotus Turbo	24	42	
Magicland Dizzy*	26	45	
Marble Madns	22	39	
Mario Lemieux	8	22	
Marvel Land	12	32	
Master Mnstrs	28	50	
Maverick-SPIG	24	45	
Menacer Game	8	18	
Mick & Mack	16	40	
Mickey & Donald	24	48	
Mickey Ms Ctll	22	40	
Mickey Ult Chall*	26	45	
Micro Machines	26	48	
Midnight Rstnce	8	18	
Mig 29 Ftr Pilot*	26	45	
Might & Magic	26	48	
Mike Dtka Ftbl	2	12	
Monopoly	8	22	
Mortal Kombat	38	60	
Ms Pacman	16	32	
Muhammad Ali	24	48	
Musha	8	26	
Mutant Lg Ftbl	28	50	
Mystic Defendr	6	18	
Mystical Fghtr	18	39	
NBA Action 94*	26	45	
NBA Allstr Chall	18	40	
NHL Hockey	10	28	
NHL Hockey 94*	28	54	
NHL QBck Clb*	26	45	
NHLPA 93	22	45	
Ngl Mnstl Rcg*	26	45	
Olympic Gold	16	32	
Onslaught	2	12	
Out This Wrld	22	42	
Outlander	20	38	
Outrun	20	38	
Outrun 2019	22	40	
Pacmania	26	45	
Paperboy	20	38	
Paperboy 2	24	44	
Pat Rily Bskbl	4	16	
Pele'*	26	45	
PGA Tour Golf	18	40	
PGA Tour Golf 2	36	60	
Phant Star 2	18	34	
Phant Star 3	22	39	
Phelios	26	45	
Pigskin Fthwl	18	38	
Pink Panther*	26	45	
Pirates! Gold*	26	45	
Pitfighter	14	30	
Pitfighter 2*	26	45	
Populous	2	12	
Power Monger	24	42	
Powerball	12	26	
Predator 2	35	55	
Pro Am Racing	20	40	
Pro Quarterback	12	35	
PTO*	26	45	
Puggsy*	26	45	
Quackshot	8	24	
Quad Challenge	16	30	

We Pay You/We Sell Used			
Race Drivin*	$26	$45	
Raidin Trad	10	22	
Rambo 3	10	22	
Rampart	22	45	
Ranger X*	26	45	
Rastan Saga 2	4	19	
RBI Bsbl 3	10	25	
RBI Bsbl 4	20	42	
RBI Bsbl 93	30	50	
Revenge Shinobi	6	18	
Riddck Bwe Bxg*	26	45	
Rings Of Power	18	36	
Risky Woods	16	40	
Road Blasters	12	30	
Road Rash	20	38	
Road Rash 2	30	50	
Road Riot 4WD	24	45	
Robo Cop 3*	26	45	
Robo Cp v Trm*	26	45	
Rckt Knght Adv*	26	45	
Rcky/Bllwnkl*	26	45	
Rgr Clemns	16	35	
Rolling Thndr 2	14	30	
Rolling Thndr 3*	26	45	
Rolo To Rescue	24	40	
Rmnc 3 Kngds 2	36	59	
Sagaia	4	18	
Saint Sword	10	28	
Seven Cities	26	45	
Shadow Beast	6	20	
Shadow Beast 2	8	35	
Shadow Blaster	4	15	
Shadow Dancer	8	18	
Shanghai 2	26	45	
Shining Darkns	18	34	
Shining Force*	28	50	
Shinobi 3	26	44	
Shove It	10	22	
Side Pocket	30	50	
Smpsns-B v SM	10	35	
Smpsns-B Nmr*	26	45	
Slaughtr Spri	10	30	
Slime World	12	38	
Soccer	6	16	
Sonic*	26	42	
Socks the Cat*	26	45	
Sol-Deace	14	35	
Son of Chuck	6	20	
Sonic Hdghog	3	15	
Sonic Hdghog 2	18	35	
Sonic Spinbll*	26	45	
Sorcrs Kngdm	24	45	
Space Harrier 2	4	15	
Space Invaders	30	50	
Spacebll 2	20	42	
Speedway Chall*	26	45	
Spiderman	8	26	
Spdmn/X-Mn*	26	45	
Splttrhse 2	18	38	
Splttrhse 3*	26	45	
Sprts Tlk Bsbl	14	35	
Star Control	10	28	
Star Flight	16	34	
Star Odyssy*	26	45	
Star Quest*	26	45	
Steel Empire	8	24	
Steel Talons	4	28	
Stellar Fire*	26	45	
Stormlord	3	15	
Strt Fr 2 Sp Ch	32	60	
Strt Fr 2 Sp Ch	32	60	
Streets Rage	14	30	
Streets Rage 2	30	50	
Strider	6	20	
Strider 2	24	45	
Summer Chall	18	40	
Sunset Riders	22	44	
Superman	16	38	
Supr Battleship*	26	45	
Supr Battlfld	20	40	
Supr Bsbl2020*	26	45	
Supr Hang On	8	20	
Supr High Impact	4	30	
Supr Hydlde	4	12	
Supr Mnco GP	8	20	
Supr Monco GP 2	22	40	
Supr Off Road	16	38	
Supr Smash TV	14	36	
Supr Thndr Bld	6	20	
Supr Vlybl	12	22	
Swamphing*	28	50	
Swrd Sodan	3	10	
Swrd Vrmln	10	20	
Syd Valis	16	35	
Sylvstr Twty*	26	45	
Talespin	16	38	
Target Earth	6	15	

We Pay You/We Sell Used			
Tnk Frc Harr	$12	$30	
Tzmnia	18	36	
Tm USA Bsktbl	16	38	
Tm Wlms GP*	26	48	
Tecmo Cup	16	32	
Tchnoclsh*	26	45	
Tecmo Spr Bwl*	28	50	
Tecmo Spr NBA*	26	45	
Terminator	8	30	
Trmntr 2-Arcd	16	38	
Trmntr 2-Jdgmt	30	50	
Test Drive 2	14	38	
Thms Tank*	26	45	
Thunder Fox	12	25	
Thndr Frce 2	4	12	
Thndr Frce 3	4	18	
Tiny Toons	28	48	
TMNT-Hyprstn	24	45	
TMNT-Trnmnt*	26	45	
Toe Jam & Earl	18	38	
Tokki Apr Spit	16	36	
Tom/Jerry Antc*	26	45	
Tom Lrda Bsbl	8	16	
Tony La Russa	30	50	
Toxic Crsades	10	22	
Toys*	26	45	
Trmpln Terror	6	18	
Trv Invsta	18	38	
Troubl Shootr	3	20	
Truxton	4	15	
Turrican	4	15	
Twin Cobra	10	22	
Two Crude Dudes	10	36	
Tyrants	20	45	
Ultmt Qix	10	28	
Ultmt Stuntman*	26	45	
Uncharted Wtrs	28	50	
Universal Sold	10	29	
Valis 3	4	18	
Vampire Killer*	26	48	
Vapor Trail	10	30	
Virtual Pinball*	26	45	
Wardner	6	19	
Warpspeed	18	44	
Warrior Rome	8	20	
Warrr Rtrns 2	40	68	
Warrr Rtrns Sunl	30	50	
Warsong	20	40	
Wheel Fortune	24	54	
Whip Rush	3	15	
Wings Of Wor	4	18	
Winter Chall	8	22	
Wolf Child	24	45	
Wonder Boy	18	36	
World Cup Socr	26	45	
Wrld Srs Bsbl*	26	45	
Wrld Trphy Socr	20	40	
Wth Of Gods*	26	45	
Wrld Ldrbd Golf	18	38	
WWF Ryl Rmbl*	26	45	
WWF Sp Wrst	22	39	
X-Men	28	48	
Y's 3	14	36	
Yung Indy	22	44	
Zany Golf	3	10	
Zombie High	24	45	
Zmbi Ate Nghbr*	26	48	
Zoom	8	18	

ACCESSORIES

Control Deck	$76	$90
Ascii Pad	6	24
Carry Case/Lg	8	18
Carry Case/Sm	4	12
Comp Pro	1	15
Contrl Pad(6 Btn)	8	22
Dst Cable	3	18
Ext Cord Cntrl	6	15
Four Plyr Adptr	16	26
Game Genie	28	50
Game Holder	6	15
Megafire Jopad	8	18
Menacer	16	32
Misc Joypad	4	12
Misc Joystick	8	16
Nintendo Pwr Stp	6	24
Nintendo Scope	16	30
NHL Hockey 94	26	50
NHL QBack Club*	26	48
NHLPA 93	24	40
Nobnga's Ambr*	26	48
Nolan Ryn Bsbl	18	38
Nolans*	26	48
On The Ball	22	42
Oprtn Lgc Bmb*	26	48

We Pay You/We Sell Used			
Out Of Wrld	$20	$45	
Out to Lunch*	26	48	
Outlander	18	40	
Pac-Attack*	26	48	
Paladin's Quest*	26	48	
Paperboy 2	8	28	
Pebble Beach	30	50	
Pele'*	26	48	
PGA Tour Golf	32	60	
Phalanx	12	38	
Pilot Wings	8	28	
Pitfighter	4	25	
PLOK*	26	48	
Pocky/Rocky	30	50	
Populous	8	16	
Power Moves	20	48	
Prince Persia	26	48	
Pro Qrtrbck	6	30	
PTO*	26	48	
Pgslys Scv Hnt	18	38	
Push Over	20	42	
Putty*	26	48	
Q Bert	22	50	
Race Drivin'	16	35	
Radio Flyer	24	45	
Raiden	14	32	
Rampart	22	40	
Rap Quest*	26	48	
Redline Racer	26	48	
Ren & Stimpy*	26	48	
Rddck Bwe Bxg*	26	48	
Rescue Rngr	6	18	
Road Riot 4WD	18	38	
Robo Cop 3	12	35	
Robocop vs Trm	26	48	
Robosaurus	26	48	
Rock N Roll*	26	48	
Rocketeer	4	25	
Rcky/Bllwnkl	22	45	
Rcky Mtn Sprts*	26	48	
Rocky Rodent*	26	48	
Rgr Clmns Bsbl	24	44	
Rmnc 3 Kngds 2	32	52	
RPM Racing	12	27	
Secret Mission*	26	48	
Secret of Mana*	26	48	
Shadowrun	30	50	
Shanghai 2	24	42	
Silva Saga	26	48	
Sim Ant*	26	48	
Sim City	22	40	
Sim Earth	26	48	
Simpsns-B Nmr	26	48	
Skins Game	22	42	
Skuljager	16	38	
Slapshotr*	26	48	
Smart Ball	22	40	
Soldier Fortune*	26	48	
Soulblazer	28	50	
Space Ftbl	16	40	
Space Mgfrc	16	38	
Spanky's Quest	24	45	
Spot Tee Shot	26	48	
Spellcraft*	26	48	
Spdrmn/X-Mn	26	48	
Spndzyn Wrlds	26	48	
Sports Illstrd*	26	48	
Star Fox	22	48	
Star Trek*	26	48	
Star Wars	26	48	
Street Combat*	24	45	
Street Fir 2	16	40	
Street Fir 2-Turbo	32	60	
Strike Gunner	28	50	
Striker*	26	48	
Summer Riders*	26	48	
Superman*	26	48	
Spr Bsbl Sim	16	36	
Spr Bsbl 2020	26	48	
Spr Bases Load	20	39	
Spr Batter Up	26	48	
Spr Battleship*	26	48	
Spr Battlfld	20	40	
Spr Battltank	16	36	
Spr Battltank 2*	26	48	
Spr Bmbmn Mlip*	26	48	
Spr Bmbmn Mlip*	26	48	
Spr Bowling	26	48	
Spr Buster Bro	26	50	
Spr Caesar's	26	48	
Spr Conflict	24	48	
Spr Dodge Ball*	26	48	
Spr Ftbl Drag	26	48	
Spr Emp Str Bck*	26	48	
Spr Ghouls	10	25	
Spr Hi Impact	22	48	
Spr James Pond*	26	48	
Spr Mario Wrld	4	20	
Spr Mario Brothrs	28	48	
Spr NBA Bsktbl	30	50	
Spr NFL	26	50	
Spr Ninja Boy	26	48	

We Pay You/We Sell Used			
Supr Nova*	$26	$48	
Supr Off Road	12	36	
Supr Play Act Fb	4	22	
Supr R Type	8	18	
Supr Scp(6in1)	1	10	
Supr Slam Dunk	26	48	
Supr Slap Shot	26	48	
Supr Smash TV	10	28	
Supr Soccer	24	40	
Supr Socc Chmp	18	39	
Spr Snic Blstmn	20	40	
Supr Strike Egl	24	48	
Supr Tennis	14	32	
Supr Turrican*	20	45	
Supr Valis 4	14	45	
Supr Widget*	26	48	
Swampthing	26	48	
Syvallion*	26	48	
Tazmania*	26	50	
Tecmo Spr Bwl*	30	54	
Tecmo Spr NBA*	26	48	
TMNT 4	22	40	
TMNT Trmnt*	26	48	
Terminitr	20	40	
Trmntr 2-Arcd	16	38	
Trmntr 2-Jdgmt	26	48	
Test Drive 2	30	54	
ThmsTank*	26	48	
Thndr Spirits	28	48	
Tiny Toons/Bstr	26	48	
TKO Boxing	22	40	
Tom/Jerry	26	48	
Tny Meola Socr*	26	48	
Top Gear	28	50	
Top Gear 2*	28	48	
Total Carnage*	26	48	
Toys	20	48	
Tuff E Nuff*	26	48	
Turn & Burn*	26	48	
Ult Fighter	26	48	
Ultma-Flse Prpht	22	39	
Ultrabots	26	48	
Ultraman	8	20	
UN Squadron	10	30	
Uncharted Wtrs	28	50	
Undrco Copt*	26	48	
Undrsea Cmbat*	26	48	
Universal Sold	26	48	
Untouchables	26	48	
Unsqair	26	48	
Vegas Stakes	28	50	
Wailalae C C	22	40	
Warpspeed	26	48	
Waynes World	16	38	
WCW SuprBrwl*	26	48	
We're Back*	26	48	
Wheel Fort	22	42	
Whirlo	26	48	
Wicked 18 Golf*	26	48	
Wing Commdr	40	68	
Wngs 2 Ace-Hi	20	40	
Wizrd of Oz*	26	48	
Wolf Child*	22	48	
Wordtris	22	40	
Wrld Chmp Rcg	28	50	
Wrld Cup Socr*	26	48	
Wrld Heroes*	26	48	
World Lg Socr	12	30	
Wrestlemania	12	28	
WWF Ryl Rmbl	30	50	
X-Zone	16	38	
Xardion	14	38	
Y's 3	10	20	
Yoshis Cookie	26	48	
Young Merlin*	26	48	
Zelda 3	26	48	
Zmbs Ate Nghbr*	26	48	

ACCESSORIES

Control Deck	$78	$95
Ascii Pad	6	20
AV Wires	1	3
Contrl Pad	6	16
Champ Joystck	30	69
Comp Pro	6	20
Controlr Qksht	8	20
Ext Cord Cntrl(2)	8	15
Game Genie	28	50
Game Holder	4	10
Mario Paint Mse	8	20
Misc Joypad	4	12
Misc Joystick	6	15
Street Fir 2 Jstk	32	60
Spr Advntg Jstk	26	45
Spr Scope	12	28

***These games may not yet be released by the manufacturer.**

CALL TODAY!

VISA MasterCard DISCOVER

QUICK DELIVERY!

All Games Come With A 90-Day Warranty!

CALL TODAY!

Buy and Sell Prices May Be Subject to Change.

612•946•8883

LIFESTYLES

THE POP

Scare the Pants off Your Sister











Okay okay, we realize this is the *November* issue of EGM, but since Halloween is at the end of October and these masks are so cool, we figured we'd include them this month.

These high quality masks come from LaPorte, Indiana based Death Studios.

All the masks are carefully crafted and hand painted by Jeff Keim, the owner of Death Studios.

Because of the high quality of the masks, most of them cost between $50 and $75. Masks that include extra enhancements such as real hair or fur cost a bit more.

The best thing about the masks is their startling realism. It took our Assistant Editor Andy nearly 20 frantic minutes before he realized that he wasn't really being chased by a walking corpse. It was only Managing Editor Danyon wearing a zombie mask and black trench coat.

BS & more!

Wet Willy - The Sequel

•Based on the success of this summer's *Free Willy*, Warner Bros. and New Regency have given the go-ahead for a sequel. Somewhere off the coast of Seattle, officials are currently wooing Willy, the killer whale star of the original, although he's reportedly holding out for more mackerel than the studio is willing to pay.

Whoppisaurus Rex?

• Whoopi Goldberg has agreed to star in *T. Rex*, a film scheduled for 1995 release that casts her as a policewoman partnered with a dino-cop named Theodore Rex.



Street Fighter 2 Accessories will be Hot this Christmas

As Street Fighter 2 continues its incredible run in video game popularity, the merchandising for the property becomes more and more lucrative.



In Japan, you can buy everything from assorted sizes of Street Fighter 2 characters to plush toys to just about anything else you can imagine. In fact, the comprehensive merchandising of the Street Fighter 2 property in Japan is so huge that it rivals that of this summer's blockbuster film *Jurassic Park*.

With the introduction of the new editions of the Street Fighter 2 video games this Christmas season, look for more and more Street Fighter 2 merchandise to be on retailers' shelves.

Some of the first stuff to hit U.S. shores are these keychains, watches, and 3-D wall posters from L.A. based Playco Toys.

The 3-D posters are like relief maps of land masses that show various elevations with actual raised and sunken surfaces while the watches and keychains sport your favorite SF2 characters.



CULTURE SOURCE FOR EGM READERS

Interactive TV has Arrived

What's this? A video game for grownups? Well, sort of. It's actually a new concept in interactive TV watching developed by San Francisco based Interactive Network.

Interactive Network's patented system provides



subscribers with the ability to play along in real time with their favorite televised professional and college sports, game shows, educational/news/talk and prime time television shows and special events by using a simple wireless, hand-held Control Unit.

Subscribers accumulate points and compete for fun and prizes by predicting plays, providing correct answers or solving mysteries. At the end of the program, they can send their scores back to IN headquarters by briefly plugging their home phone jack into the back of the Control Unit for a 20-second local call.

"For the first time, Interactive Network makes the dream real...now TV viewers can participate in their favorite programming," said IN's president and CEO David. B. Lockton. "IN doesn't ask TV viewers to change what they're doing or reallocate their time because our service is an enhancement to existing TV viewing habits. Now consumers can finally talk back to the TV, and it's fun."

Whether you're a fan of wheel screeching auto racing action or the Wheel of Fortune, IN offers a new way to watch your old favorites. IN offers two tiers of service: $15 per month which allows the subscriber access to all interactive programming, or $25 per month which not only allows complete access, but also the ability to compete for prizes.

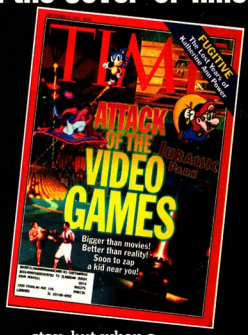
Video Games Hit the Cover of Time

In another indication that video games have truly become a part of mainstream American pop culture, the September 27 issue of *Time* magazine features a seven-page cover story on the subject.

The story provides fascinating insight into the burgeoning $5.3 billion dollar industry and the almost limitless prospects for the future.

As the line between video games, movies, and interactive viewing becomes more and more blurry, and the technologies come closer together, the stakes are getting bigger and bigger.

There is no doubt that video games have truly grown up and are here to stay, but when a story appears on the cover of *Time* in the same week that a historic peace accord was reached in the Middle East, it's astonishing to think how much potential still remains for the electronic medium.



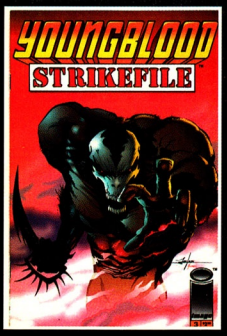
It just ain't right...

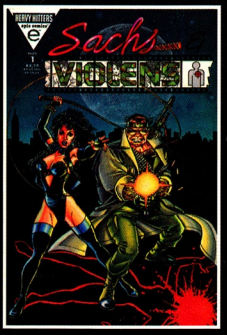
It's not that we don't think explosions are cool, but when we saw these 'toy' sticks of dynamite, we wondered what message it sends to kids.

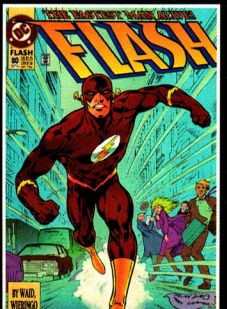
Let's imagine. Bobby's little brother is mad at Bobby, but instead of telling Mom, he places the sticks of dynamite under Bobby's bed and pretends to blow him into oblivion. How nice.











Spawn Takes a Back Seat to Mr. T and Other Strange Comic Tales

In a truly bizarre turn of events, Todd McFarlane's Spawn character, arguably the single most popular superhero in comics today, lost out in a priority decision to...Mr. T!?

The story begins at Neal Adams' Continuity Comics, where a deal was struck that was to have Spawn appear in a two-book crossover with *Valeria: She Bat*.

Deadlines were critical for McFarlane, who also has a blockbuster Spawn crossover looming with Batman and didn't want to confuse readers with two crossovers happening at the same time. According to reports, that came from both McFarlane's camp and Continuity. Adams, who was to be working almost exclusively on the title from Continuity's end, was also finishing a comic starring Mr. T.

"When the deal was made," related Terry Fitzgerald, Director of Creative Development at Todd McFarlane Productions, "Timing was very important for us because we knew we had the Spawn/Batman crossover on the horizon. Neal promised us on no uncertain terms that the second book would be out by the end of August."

On August 31, *Valeria #1* had just hit the newsstands and McFarlane was forced to pull the plug on the project.

HERO TV Set for Autumn Launch

Yes, you read correctly, HERO TV will explode into your living room this month to bring you the fantastic world of comics and related forms of entertainment.

The new program, dubbed HERO TV, will embrace many of the same features that have made HERO the new number one name in comics. Programming highlights include: interviews with top artists, reviews of new and upcoming comic titles, and assorted info on trading cards, action figures, movies, games and more.

The half-hour program includes updates for collectors while providing the comics industry with a national TV platform.

The first episode features a visit to San Diego-based Homage Studios and an interview with Image creator Jim Lee. If you don't happen to receive the broadcast, which will be on a cable TV channel in your viewing area, don't worry, the program will also be available on videotape at your local comic shop.

Marvel's Heavy Hitters 2 a Smash

Marvel's little known line of creator-owned comics, entitled Epic Comics, is set for a re-launch under the name of Heavy Hitters 2.

According to Epic Editor-In-Chief Carl Potts, Marvel is making a concerted effort to get the word out that these books are independent from Marvel's traditional superheroes.

If his testimony isn't enough, consider these titles:

•*Dragonlines 2*, from the mind of perhaps Marvel's hottest artist, Ron Lim, which reaches back to feudal China for a setting.

•*Sachs & Violens*, an adult-oriented comic written by Peter David with art by George Perez.

•*Brats Bazaar*, which features a renegade team of teenage mutants.

This month in HERO ILLUSTRATED

Turn to Hero #5 for the latest and greatest news from the comic industry. In this issue, HERO provides an intimate behind-the-scenes look at the biggest convention of the year, the San Diego ComiCon. Also, Jim Lee talks with HERO about the growing pains at Image, a member of Marvel's Fantastic Four team kicks the bucket, and the floating head of Frank Kurtz appears.



Stallone, Snipes Go Sci-Fi in Demolition Man

Continuing a recent trend in sci-fi adventures that are set in the not-too-distant future, *Demolition Man* stars super cop Sylvester Stallone pursuing diabolical criminal Wesley Snipes across a bleak urban landscape of the 2030s.

The story begins in 1996, where Phoenix controls a stronghold in the feudal-like gang-imposed boundaries of Los Angeles.

Only one man has the testicular fortitude to take on the super villain in his lair; Rocky Balb–er, John Spartan.

Going against his superior's orders and free-falling more than 300 feet into the heart of Phoenix's compound, Spartan inadvertently sends Phoenix into a fury so destructive, that both men are sentenced to make like Han Solo and cryogenically chill for a few decades.

When they awaken 40 years later, they discover a world quite different than the one they left. Divisions between the upper and lower classes are stark.

The commune-like lower class resembles the world of Mad Max in all its grimy splendor while the pristine community of the upper class appears so homogenized that even Barney Fife would have trouble finding a lawbreaker.

When Phoenix and Spartan bring their rough-edged hostility from the 1990s with them to this pseudo-utopia, the fireworks begin.

Demolition Man boasts an incredible number of stunts, special effects, and explosions to satisfy even the most ardent shoot-em-up-Rambo fans. But unlike the large number of films from this genre that rely too much on the f/x, *Demolition Man* manages to hold interest through the strong on-screen presence of both Stallone and Snipes.

Producer Joel Silver, famous for his work on the first *Die Hard* film, thinks that having well-known and well-liked actors playing the roles of both the good and bad guys adds a whole new element to the good guy-bad-guy formula.

Most importantly, the ticket-buying public likes it. The interaction between Snipes and Stallone throughout the film combined with the surreal settings and dynamite action sequences have so far led *Demolition Man* to smashing success.



The Antagonist

Snipes is Simon Phoenix, a product of the 1990's L.A. streets who returns to terrorize the sterile world of the 2030s.



The Protagonist

Sly stars as renegade cop John Spartan, a guy who isn't afraid to take the law into his own hands to bag his man.



EGM/HERO SuperTour Has Some

Some come for the comics. Some come for the video games. Like some high-tech bazaar, interested visitors wander among a dazzling display of good, clean, fun known as the EGM/HERO Mall Super Tour.

From the littlest kids who come carried by their parents to kids a lot bigger than their parents, there is something for everyone. Malibu Comic book artists meet fans and sign autographs while groups of people crowd around the monitor where Ocean's Super NES Jurassic Park cart is playing.

"I came out to have the artist sign my Ultraverse comics," said Ryan Wendt, an 11-year-old from Pompano Beach, Florida.

"I wanted to see the new batch of EA Sports Games," countered Cody Richardson, a 17-year-old self-proclaimed Madden Football champ from San Antonio, Texas.

But 8-year-old Dan Lee from Burbank, California put it best when he said: "I just think HERO and EGM are cool magazines, so I knew the tour would be cool."

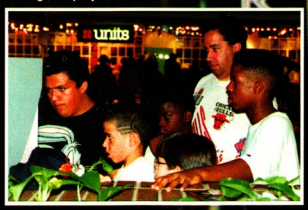


Comic artists are kept busy by the steady stream of both casual comic fans and hard-core afficionados.

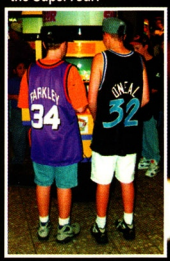


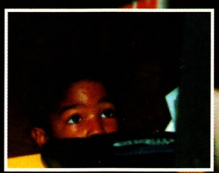
This little girl was shocked to see that Sonic is much bigger than he looks on the TV screen.

Whoa! Now these guys look like serious game players!



Even Sir Charles and Shaq have made cameos at the SuperTour!





Behold! The power of Mario!



Special thanks to our sponsors—Acco
Tengen, Tradewest, Turbo Technolo

thing for Everyb-a-a-h-h-d-dy



dio™, Electronic Arts®, Gametek, Hudson Soft®, Interplay®, Ocean®, Sega, Software Toolworks,
, Virgin Games, Babbages, Electronics Boutique, Mindal Comics.

EGM MARKETPLACE



ALWAYS ON TARGET!

★ HUGE SELECTION ★ GREAT SERVICE ★ LATEST RELEASES ★ LOW PRICES ★

C.O.D. & Credit Card Orders Welcome. Same Day Shipping (Subject to Availability). Pre-Orders Accepted.

SUPER FAMICOM

SEGA GENESIS

SUPER NINTENDO ENTERTAINMENT SYSTEM

PC Engine

$5.00 OFF every order (excluding sale items) or **FREE UPS** Ground Shipping on Games Only. Call for Free Catalog!

GAME STUFF

BUY/SELL/NEW/USED JAPANESE & AMERICAN GAMES

VISIT OUR NEW LOCATION!

GAME STUFF #1
(Mail Order H.Q.)
2327 S. Garfield Ave.
Monterey Park, CA 91754
(213) 724-5733

FOR MAIL ORDERS CALL:
(213) 724-5733
Now 2 Locations to Serve You!

GAME STUFF #2
(Rolling Hills Plaza)
2575 "A" Pacific Coast Highway
Torrance, CA 90505
(310) 326-9921

On Sale Now!

Street Fighter II TURBO (SNES)	62.99
Street Fighter II TURBO (Genesis)	59.99
Mortal Kombat (SNES)	59.99
Mortal Kombat (Genesis)	54.99

***$5.00 OFF** every order (excluding sale items) or **FREE UPS** Ground Shipping. Games Only.*

ADVERTISER INDEX

Advertiser	Page
Acclaim	7,156-157,200-201,227,255,288-289,SF2-3,SF21
Accolade	209,257,SF37
Activision	95,97,99,225
Alston Ent.	282-283
Amer. Sammy Corp.	51
ASCII Ent.	52-53
Bre Software	311
Bullet Proof Sftware	11
Capcom	43,45,55,SF5
Captron/G&G Store	232-233
Chall. Int'l Trading	310
Chips & Bits	229
Codemaster	203
Data East	211,213,SF19,SF39
DTMC	23,217,285
Electro Brain Corp.	89,SF7
Electronic Arts	71-73,75,104-105,SF71
Enix America Corp.	219
Everywhere Gaming	317
Extreme	137-139
Funco, Inc.	302-303
Galoob Toys	47,SF80
Game Dude	313
Game Factory	312
Game Shock	314
Games II Play	317
Gamestuff	310
Gametek	33,SF29,SF31
Gamexpress	316
Hudson Soft USA	13,35
Interplay	31,80-81,221-223
Iren America	127,129,131,133
Irwin Toys	265
Japan Video Games	315
JVC	25,SF61
KBM	273
Kemco	120-121
K & M	317
Koei	83
Konami	2-3,62-63,113,SF49-51
Lucasarts Ent. Co.	49
Malibu Comics	320-321
Microprose	SF41,SF77
Namco Hometek	205,207
Matsume	17
Ocean of America	152-153,324
Panasonic	58-59
Psygnosis	178-179,251,253
Quickshot Tech.	249
Ready Soft, Inc.	SF17
Renovation Products	215,SF11
Revell-Monogram	SF54-55
Sears	40-41
Sega of America	14-15,36-37,260-261,270-271,274-275,278-279,SF12-13,SF62-63,SF68-69,SF71
Seika Corporation	91,93
Software Etc.	26-29
Software Tool Works	61,78-79,124-125,SF35
Sony Imagesoft	19,269,SF9
Spectrum Holobyte	20-21
Square Soft, Inc.	161-164
STD Ent. USA, Inc.	8-9,69
Suncom Tech.	287
Sunsoft	87,322,333
Taito America Corp.	123
Takara	39,107,109
Tecmo	110-111
Tengen	77,SF25,SF27,SF79
THQ	259
Tommo Video	293
Tradewest	168-169,SF15
Triax Controls, Inc.	65,67
Tyco Toys	84-85
US Gold	SF22-23,SF74-75
Vic Tokai Inc.	115,117,119
Virgin Games	194-195,SF32-33,SF58-59
World of Games	318

BRE Software

Credit Card Orders: (209) 432-2684

Now Buying Game Gear Systems $45-50

$25.00 Bonus

Receive a $25.00 Bonus when you sell back 20 or more Super Nintendo cartridges or receive a $10.00 Bonus when you sell back 10 or more Super Nintendo cartridges. This coupon must be included with your cartridges. No copies accepted. Limit 1 coupon per purchase. Cartridges must be received by Nov. 30, 1993.

$20.00 Bonus

Receive a $20.00 Bonus when you sell back a Genesis or Super Nintendo system and 10 or more Genesis or Super Nintendo cartridges. This coupon must be included with your cartridges. No copies accepted. Limit 1 coupon per package. Cartridges/system must be received by November 30, 1993.

$25.00 Bonus

Receive a $25.00 Bonus when you sell back 20 or more Genesis cartridges or receive a $10.00 Bonus when you sell back 10 or more Genesis cartridges. This coupon must be included with your cartridges. No copies accepted. Limit 1 coupon per package. Cartridges must be received by November 30, 1993.

Send us your old cartridges

Receive a check back or purchase other titles of your choice

Used SEGA GENESIS™ Cartridges

We Sell Used / We Buy					
4 Play Adapter	24.95/14.00	E. Hollyfield Boxing	29.95/14.00	Monopoly	49.95/30.00
688 Attack Sub	34.95/15.00	Ex Mutants	29.95/14.00	Moonwalker	24.95/12.00
Abram's Battle Tank	24.95/13.00	Exile	29.95/14.00	Mortal Kombat	59.95/40.00
Aerobiz	49.95/28.00	F-22 Interceptor	24.95/12.00	Ms. Pac Man	29.95/13.00
Afterburner II	24.95/12.00	Faery Tale	49.95/28.00	Muhammad Ali Box.	39.95/18.00
Afterburner III (CD)	34.95/15.00	Fantasia	29.95/14.00	MUSHA	24.95/12.00
Air Buster	24.95/12.00	Fatal Fury	44.95/22.00	Mutant League Fb	39.95/18.00
Air Diver	24.95/12.00	Fatal Labyrinth	19.95/10.00	*Mutant League Hockey*	49.95/30.00
Aladdin	49.95/30.00	Fatal Rewind	24.95/12.00	MVP Baseball	44.95/20.00
Alex Kidd	19.95/8.00	Ferrari Grand Prix	34.95/15.00	Mystic Defender	24.95/12.00
Alien 3	29.95/13.00	Fighting Masters	34.95/14.00	Mystical Fighter	29.95/14.00
Alien Storm	24.95/12.00	Final Fight (CD)	29.95/15.00	*NBA Action '94*	49.95/30.00
Alisia Dragoon	24.95/12.00	Final Zone	24.95/12.00	NBA All Stars	39.95/18.00
Amazing Tennis	39.95/20.00	Fire Shark	24.95/12.00	*NFL Football '94*	49.95/30.00
American Gladiators	44.95/22.00	Flash Back	39.95/20.00	NFL Sportstalk 93	29.95/10.00
Andre Agassi Tennis	34.95/16.00	Flintstones	39.95/20.00	NHL Hockey	24.95/10.00
Aquatic Games	34.95/16.00	Forgotten Worlds	19.95/10.00	NHLPA Hockey '93	34.95/14.00
Arch Rivals	29.95/14.00	G Loc	29.95/14.00	*NHLPA Hockey '94*	49.95/30.00
Arcus Odyssey	29.95/13.00	Gadget Twins	29.95/14.00	Night Trap (CD)	34.95/15.00
Ariel Little Mermaid	34.95/18.00	Gain Ground	24.95/12.00	Olympic Gold	34.95/16.00
Arnold Palmer Golf	24.95/12.00	Gain Ground	29.95/13.00	Out of this World	39.95/20.00
Arrow Flash	29.95/14.00	Galahad	24.95/16.00	Outlander	34.95/16.00
Art Alive	29.95/14.00	Galaxy Force II	24.95/12.00	Outrun	24.95/12.00
Atomic Robo Kid	19.95/10.00	Game Genie w/book	44.95/24.00	Outrun 2019	29.95/14.00
Atomic Runner	34.95/15.00	*Gauntlet IV*	44.95/24.00	Paperboy	39.95/20.00
Back to Future 3	34.95/15.00	Gemfire	44.95/24.00	Paperboy 2	29.95/14.00
Barb's Nightmare	44.95/22.00	General Chaos	44.95/22.00	Pga Tour	44.95/22.00
Batman	24.95/12.00	G. Foreman Boxing	34.95/16.00	Pal Riley Basketball	19.95/10.00
Batman Returns	29.95/14.00	Ghostbusters	19.95/10.00	PGA Tour Golf	29.95/14.00
Batman Rel. (CD)	34.95/15.00	Ghouls 'N Ghosts	19.95/10.00	PGA Tour Golf 2	49.95/25.00
Batman Rev. Joke	29.95/14.00	Global Gladiators	24.95/12.00	Phantasy Star II	39.95/16.00
Battle Squadron	19.95/10.00	Gods	34.95/16.00	Phantasy Star III	39.95/16.00
Battlemaster	34.95/14.00	Golden Axe	19.95/10.00	Phantasy Star IV	54.95/34.00
Battletoads	34.95/18.00	Golden Axe II	24.95/12.00	Pigskin Footbrawl	29.95/14.00
Beast Wrestler	24.95/12.00	Granada	29.95/14.00	Pitfighter	29.95/14.00
Best of the Best	44.95/25.00	Great Waldo Search	39.95/20.00	*Pirates of Gold*	39.95/20.00
Bill Walsh Col. Fib	49.95/28.00	Greendog	24.95/12.00	Powerball	29.95/14.00
Bimini Run	24.95/12.00	Growl	24.95/12.00	Powerful Challenge Golf	39.95/20.00
Bio Hazard Battle	19.95/10.00	Hard 'Drivin'	24.95/12.00	Power Monger	29.95/14.00
Black. Assault (CD)	34.95/15.00	Hardball	44.95/25.00	Predator 2	34.95/14.00
Blastermaster II	39.95/20.00	HardBall 3	44.95/20.00	Prince Persia (CD)	29.95/14.00
Blockout	29.95/14.00	*Haunting*	39.95/20.00	Pro Action Replay	49.95/30.00
B.O.B.	39.95/20.00	Heavy Nova	24.95/12.00	Pro Quarterback	39.95/20.00
Bonanza Bros	19.95/10.00	Hellfire	24.95/12.00	*P.T.O.*	49.95/30.00
Bubsy	39.95/20.00	Herzog Zwei	29.95/13.00	Quackshot	29.95/13.00
Buck Rogers	29.95/14.00	Hit the Ice	39.95/20.00	Quad Challenge	39.95/20.00
Bulls vs. Blazers	44.95/20.00	Home Alone	34.95/16.00	*Race Drivin'*	49.95/30.00
Bulls vs. Lakers	29.95/14.00	Hook	39.95/20.00	*Radical Racing*	39.95/20.00
Burning Force	24.95/12.00	Hook (CD)	29.95/14.00	Raiden Trad	24.95/12.00
Buster's Hid. Treas.	39.95/20.00	Humans	34.95/16.00	*Rainbow Tycoon*	39.95/20.00
Cadash	24.95/12.00	Immortal	24.95/13.00	Rambo III	24.95/12.00
Cal Ripken Baseball	39.95/20.00	Indiana Jones	29.95/14.00	Rampart	39.95/20.00
California Games	24.95/12.00	Jaguar XJ220 (CD)	29.95/15.00	Ranger X	24.95/15.00
Captain America	34.95/15.00	James Bond 007	34.95/16.00	Rastan Saga II	24.95/10.00
Castle of Illusion	34.95/13.00	James Pond	29.95/14.00	RBI Baseball 3	39.95/20.00
Castlevania	49.95/30.00	James Pond II	29.95/14.00	RBI Baseball 4	29.95/12.00
Centurion	24.95/12.00	J. Capriati Tennis	34.95/16.00	RBI Baseball '93	44.95/25.00
Chakan	24.95/12.00	Jeopardy	44.95/20.00	Revenge of Shinobi	19.95/10.00
Champ. Bowling	39.95/20.00	Jewelmaster	19.95/10.00	Rings of Power	29.95/14.00
Champ. Pro Am	34.95/16.00	Joe Montana Fb	19.95/10.00	Risky Woods	29.95/14.00
Chase HQ 2	34.95/15.00	Jordan vs. Bird		Robocop (CD)	34.95/15.00
Chessmaster	44.95/26.00	Football	24.95/10.00	Road Rash	29.95/13.00
Chester Cheetah	39.95/20.00	Jack Nicklaus	24.95/12.00	Road Rash II	44.95/22.00
Chuck Rock	34.95/16.00	John Madden '92	24.95/10.00	*Road Riot*	49.95/25.00
Chuck Rock (CD)	39.95/15.00	John Madden '93	29.95/13.00	RoadBlasters	34.95/16.00
Ch Chi's Pro Chall	19.95/10.00	Joystick Edition	39.95/20.00	Robocod Mrkt Adv.	39.95/20.00
Clue	44.95/22.00	*John Madden '94*	49.95/30.00	Rolling Thunder 2	29.95/13.00
Cobra Com. (CD)	39.95/15.00	Jordan vs. Bird	34.95/16.00	*Rolling Thunder 3*	49.95/30.00
Cool Spot	34.95/16.00	Jungle Strike	44.95/24.00	Rollo to the Rescue	29.95/12.00
Crackdown	24.95/12.00	Jurassic Park	44.95/24.00	Rom. 3 Kingdoms 2	49.95/25.00
Crossfire	24.95/12.00	Kid Chameleon	34.95/16.00	Rom. 3 Kingdoms	29.95/14.00
Crusader	29.95/14.00	*Kreger of the Gates*	49.95/25.00	Sailor Moon	44.95/22.00
Cyber Cop	29.95/14.00	Kriss Kross	29.95/14.00	Saint Sword	24.95/12.00
Cyberball	19.95/10.00	King Salmon	44.95/22.00	Sangokushi II	49.95/25.00
Cyborg Justice	34.95/16.00	King of Monsters	49.95/25.00	Shadow Dancer	24.95/12.00
Dark Castle	24.95/12.00	King's Bounty	29.95/13.00	Shadow of Beast	24.95/12.00
Dashing Desp.	44.95/22.00	Krusty's Fun House	34.95/15.00	Shadow of Beast 2	29.95/14.00
David Robinson's	39.95/14.00	Lakers vs. Celtics	29.95/12.00	Shadowrun	49.95/12.00
Deadly Moves	39.95/20.00	*Land Stalker*	54.95/32.00	Shining in Darkness	29.95/14.00
Death Duel	24.95/13.00	Last Battle	19.95/10.00	Shinobi 3	44.95/24.00
Decap Attack	24.95/12.00	Leaderboard Golf	39.95/20.00	Side Pocket	49.95/25.00
Desert Strike	34.95/16.00	Lemmings	39.95/20.00	*Slipheed Warn (CD)*	44.95/24.00
Devilish	24.95/12.00	Lemmings Chopper	39.95/20.00	Simpsons Barts vs	
Dick Tracy	24.95/12.00	Lightening Force	24.95/12.00	Space Mutants	29.95/20.00
Double Clutch	39.95/20.00	Lotus Turbo Chall.	39.95/18.00	Slaughter Sport	29.95/13.00
Double Dragon	34.95/16.00	Lotus Turbo Esprit	39.95/20.00	Slime World	29.95/13.00
Double Dragon 3	34.95/16.00	Marble Madness	29.95/14.00	Smash TV	29.95/14.00
Dracula	39.95/24.00	Mario Lemieux Hockey	29.95/14.00	Soccer	24.95/12.00
Dragon's Fury	34.95/16.00	Marvel Land	29.95/13.00	Sol Deace	24.95/12.00
Dungeons & Dragons	34.95/18.00	Master of Monsters	39.95/20.00	Sonic Hedgehog	9.95/3.00
Dynamite Duke	24.95/12.00	Master of Weapon	39.95/20.00	Sonic Hedgehog 2	19.95/8.00
E Swat	19.95/10.00	Mercs	24.95/12.00	*Sorcerer's Kingdom*	49.95/25.00
Earnest Evans	29.95/14.00	*Metal Fangs*	39.95/20.00	Space Harrier II	24.95/12.00
Ecco the Dolphin	34.95/14.00	Midnight Resistance	24.95/12.00	Space Invaders '91	39.95/16.00
Ecco Dolphin (CD)	34.95/15.00	Might and Magic	39.95/18.00	Speedball 2	24.95/12.00
El Viento	29.95/14.00	*Might and Magic III*	54.95/35.00	Spiderman	24.95/12.00
Alien 3	39.95/20.00	Leg. Mystical Ninja	34.95/14.00	Sup Soccer Champ	39.95/18.00
Aliens vs. Predator	49.95/30.00	Lemmings	39.95/20.00	Super Star Wars	39.95/18.00
Amazing Tennis	44.95/24.00	Lethal Weapon	39.95/20.00	Super Strike Eagle	39.95/20.00
American Gladiators	49.95/25.00	Lost Vikings	39.95/20.00	Super Turrican	44.95/22.00
Aquatic Games	44.95/25.00	Magic Kendol	39.95/20.00	Super Valis IV	44.95/22.00
Arcana	34.95/14.00	Magical Quest	39.95/20.00	Super Wrestlemania	34.95/14.00
Arielgy	44.95/22.00	Mario is Missing	39.95/16.00	Taz Mania	44.95/24.00
Barr's Nightmare	34.95/16.00	Mario Paint		Tecmo NBA B'ball	44.95/26.00
Bat Man Returns	39.95/20.00	with Mouse	44.95/20.00	*Tecmo Super Bowl*	54.95/35.00
Bat Man Rev. Joker	44.95/24.00	Mario Andretti	44.95/22.00	T.M.N.T. 4	44.95/22.00
Battle Blaze	49.95/30.00	*Mght & Magic II*	59.95/40.00	Terminator	44.95/22.00
Battle Grand Prix	49.95/25.00	*Mght & Magic III*	49.95/30.00	The Duel Test Driv 2	49.95/26.00
Battleloads	39.95/20.00	*Monday Night Fib*	49.95/30.00	Thunder Spirits	34.95/14.00
Monopoly			49.95/30.00	TKO Champ Boxing	44.95/25.00
Double Dragon	49.95/30.00	Mortal Kombat	59.95/35.00	Tom & Jerry	44.95/22.00
Bebe's Kids	49.95/25.00	Mutsya	44.95/22.00	Top Gear	44.95/22.00
Best of the Best	44.95/24.00	MVP Baseball	44.95/22.00	Toys	44.95/25.00
Blaze On	29.95/14.00	*MVP Football*	49.95/30.00	*Ultima 6*	64.95/35.00
B.O.B.	39.95/20.00	NBA All Stars	39.95/18.00	Ultraman	29.95/12.00
Brames	49.95/30.00	NCAA Basketball	49.95/30.00	UN Squadron	34.95/14.00
Brawl Brothers	49.95/28.00	NFL Football	44.95/24.00	Uncharted Waters	49.95/30.00
Bubsy	39.95/22.00	NHLPA Hockey '93	44.95/24.00	*Universal Soldier*	49.95/30.00
Bulls vs. Blazers	39.95/20.00	*NHLPA Hockey '94*	54.95/30.00	*Utopia*	49.95/30.00
Buster Buste Loose	39.95/20.00	Nigel Mansael Racing	44.95/22.00	Vegas Stakes	49.95/30.00
Cadash	29.95/14.00	N. Ryan Baseball	44.95/22.00	Wiaalae Golf	49.95/30.00
Castlevania IV	54.95/30.00	On the Ball	44.95/22.00	Warspeed	39.95/20.00
Cal Ripken Bball	44.95/22.00	Out of this World	44.95/22.00	Wayne's World	49.95/30.00
Castlevania II	49.95/30.00	Outlander	44.95/22.00	Wheel of Fortune	49.95/30.00
Castlevania IV	29.95/14.00	*Overdrive*	49.95/30.00	Wing 2 Aces High	39.95/18.00
Cheesmaster	44.95/24.00	Paperboy 2	44.95/20.00	Wing Commander	54.95/34.00
Chester Cheetah	44.95/24.00	Pebble Beach Golf	49.95/30.00	Wolf Child	44.95/22.00
Chuck Rock	44.95/24.00	PGA Tour Golf	49.95/30.00	Wolfchild	44.95/22.00
Clay Fighter	49.95/30.00	Pagemaster	29.95/14.00	World Leag. Soccer	39.95/20.00
Claymates	49.95/30.00	*Pigskin Footbrawl*	49.95/30.00	WWF Royal Rumble	49.95/25.00
Clue	44.95/22.00	Power Moves	49.95/30.00	X-Men	39.95/14.00
Combatribes	44.95/22.00	*Power Punch 3*	49.95/30.00	Y's III	34.95/14.00
Congo's Caper	34.95/16.00	Prince Persia	44.95/15.00	Zoda's Cookie	49.95/30.00
Cool Spot	49.95/30.00	Pro Quarterback	39.95/20.00	Zelda III	34.95/14.00
Cybernator	44.95/22.00	Pugley's Scav. Hunt	44.95/22.00	*Zombies Ate My*	
D Force	39.95/12.00	Q Bert	29.95/14.00	*Neighbors*	49.95/30.00
Danius Twin	29.95/12.00	Q Bert 3	29.95/10.00		
Death Valley Rally	34.95/14.00	Race Drivin	49.95/30.00	Aerial Assault	24.95/12.00
Desert Strike	44.95/22.00	Raiden Trad	34.95/14.00	Alien 3	29.95/15.00
Dino City	39.95/18.00	*Railroad Tycoon*	49.95/30.00	Ariel Little Mermaid	29.95/15.00
Dragon Warrior	44.95/22.00	Rampart	44.95/22.00	Ax Battler	24.95/12.00
Dragon's Lair	34.95/14.00	Rival Turf	34.95/14.00	Batman Returns	29.95/12.00
Dragonstrike	49.95/30.00	Road Rash 3	49.95/30.00	Batter Up	24.95/12.00
Dr Robotnik	29.95/12.00	Robocop 3	44.95/22.00	Battletoads	34.95/15.00
Dragon Fire	49.95/30.00	*Robocop vs. Term.*	49.95/30.00	Castle of Illusion	24.95/12.00
Dream Probe	49.95/30.00	Rocket Knight	49.95/30.00	Chakan	24.95/12.00
Dream TV	49.95/30.00	Rocky & Bullwinkle	44.95/22.00	Chase HQ	24.95/12.00
Dungeon Master	49.95/30.00	Rom. 3 Kingdoms 2	54.95/34.00	Chessmaster	24.95/12.00
Earth Def. Force	34.95/14.00	Rom. 3 Kingdoms	49.95/25.00	Chuck Rock	24.95/12.00
Equinox	49.95/30.00	RPM Racing	44.95/22.00	Clutch Hitter	24.95/12.00
EVO	49.95/30.00	Rampart	44.95/22.00	Crash Dummies	29.95/14.00
Evo Jr. Innings	39.95/20.00	*Run Saber*	49.95/30.00	Crystal Warriors	19.95/10.00
F Zero	39.95/20.00	*Search Ultrafonce*	49.95/30.00	D Robinson's Sup Ct	24.95/12.00
F1 Pole Position	49.95/30.00	Shadowrun	44.95/24.00	Defenders of Oasis	24.95/12.00
Fatal Fury	44.95/22.00	*Shadow Strike 2*	44.95/24.00	Devilish	24.95/12.00
Fatal Labyrinth	34.95/14.00	*SimAnt*	54.95/30.00	Donald Duck	24.95/12.00
Final Fight 2	49.95/30.00	*SimCity*	54.95/34.00	Double Dragon	24.95/12.00
Final Fantasy 2	39.95/20.00	SimEarth	44.95/22.00	Dracula	29.95/15.00
Final Fantasy		Skins Game	34.95/16.00	Eternal Legend	24.95/12.00
Mystic Quest	29.95/14.00	Snakebee	34.95/14.00	Evan. Holyfield Box.	24.95/14.00
Final Fight	29.95/14.00	Smart Ball	34.95/14.00	Fantasy Zone	19.95/10.00
Final Fight 2	44.95/24.00	Smash TV	29.95/12.00	Fb 93	24.95/12.00
Firepower 2000	34.95/16.00	Sonic Blastman	44.95/22.00	George Foreman KO	24.95/12.00
First Samurai	49.95/25.00	Soul Blazer	39.95/18.00	Global Gladiators	24.95/12.00
Football Fury	49.95/30.00	Space Football	39.95/20.00	Golden Axe	24.95/12.00
Game Genie w/book	39.95/20.00	Space Megaforce	39.95/20.00	Home Alone	24.95/12.00
Gemfire	49.95/30.00	Spanky's Quest	39.95/20.00	Paperboy	19.95/10.00
G. Foreman Boxing	39.95/18.00	*Spellcraft*	49.95/30.00	Indiana Jones	24.95/14.00
Goal	44.95/22.00	Spidermans/X Men	39.95/18.00	Joe Montana Fib	19.95/10.00
Gods	44.95/24.00	Spot	39.95/20.00	Kick Off	24.95/12.00
Gool' Troop	49.95/30.00	Street Combat	44.95/22.00	Land of Illusion	29.95/15.00
Great Waldo Search	44.95/24.00	Street Fighter II	34.95/14.00	Leaderboard Golf	24.95/12.00
Growl	34.95/14.00	Street Fighter II		Lemmings	29.95/12.00
Harley's Hum Adv.	34.95/14.00	Turbo	69.95/35.00	Majors Pro Baseball	24.95/14.00
Hit the Ice	44.95/24.00	Strike Gunner	34.95/15.00	Mario Bros.	24.95/12.00
Hole in One Golf	24.95/12.00	Super Adv. Island	39.95/20.00	Ninja Gaiden	24.95/12.00
Home Alone	44.95/22.00	Super Adv. Island 2	49.95/30.00	Ninja Spirit	24.95/12.00
Home Alone II	54.95/14.00	Sup Base Sim 1.000	29.95/12.00	Outrun Europe	24.95/14.00
Hook	34.95/16.00	Sup Bases Loaded	39.95/18.00	Pac Man	19.95/10.00
Humans	44.95/24.00	Sup Battletank	39.95/18.00	Paperboy	19.95/10.00
Hunt Red October	39.95/18.00	Sup Battletank	44.95/22.00	Paperboy 2	29.95/14.00
Imperium	39.95/18.00	Super Bowling	49.95/25.00	Pitfall	24.95/12.00
Indio	49.95/30.00	Super Bros Bros	49.95/22.00	Predator 2	24.95/12.00
Jack Nicklaus Golf	44.95/24.00	Super Conflict	44.95/22.00	Prince of Persia	24.95/14.00
Jeopardy Sond Jr	44.95/24.00	Super Empire		Rambo III	24.95/12.00
Jeopardy	49.95/30.00	*Strikes Back*	54.95/32.00	Putt & Putter	24.95/12.00
J. Connors Tennis	49.95/25.00	Sup Ghouls 'N Ghosts	29.95/14.00	Rasten Saga	24.95/12.00
Joe and Mac	54.00/34.00	Super High Impact	39.95/20.00	RC Grand Prix	24.95/12.00
John Madden Fib	29.95/12.00	*Super James Pond*	49.95/25.00	Shinobi	19.95/10.00
John Madden '93	39.95/14.00	Super Mario Kar	44.95/22.00	Shinobi II	24.95/14.00
John Madden '94	54.95/35.00	Super Mario All Stars	44.95/25.00	Simpsons	24.95/14.00
Jurassic Park	49.95/30.00	Super Mario World	8.95/3.00	Smash TV	24.95/14.00
Kabloooy	49.95/30.00	Super Mario Boy	29.95/14.00	Solitaire Poker	24.95/12.00
Kawasaki Challenge	44.95/22.00	Super Off Road	39.95/18.00	Sonic Hedgehog	19.95/8.00
KingArthur's World	44.95/24.00	Super Off-Road Baja	49.95/25.00	Sonic Hedgehog 2	19.95/8.00
King of Monsters	44.95/22.00	Sup Play Action FB	29.95/12.00	Space Harrier	19.95/10.00
Krusty's Funhouse	34.95/16.00	Super Slam Dunk	69.95/30.00	Spiderman	24.95/12.00
Lagoon	29.95/14.00	Super Soccer	34.95/16.00	Streets of Rage	24.95/12.00

SUPER NINTENDO

Actraiser 29.95/12.00
Addam's Family 34.95/16.00
Aero the Acrobat 39.95/16.00
Aerobiz 44.95/24.00
Aladdin 54.95/35.00

$5.00 Off

For a complete catalog/price list and coupon for $5.00 OFF your next mail order (mail only), send your Name, Complete Address and $1.00 for postage and handling to:

BRE Software
Dept ECT
P.O. Box 25151
Fresno, CA 93729

To Sell Cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges with the buy back prices you are selling.
2. If you would like to purchase cartridges with the money or credit received, list the titles you would like to order on the same piece of paper.
3. Pack your cartridges, all paperwork and bonus coupons in a box. Send the box to the address below by UPS or registered mail. Be sure to include the 'Dept #' on the outside of your package.
4. Your check/credit slip will normally be mailed within 2-3 working days of receiving your cartridges.

To Buy Cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges you would like to order. To speed processing of your order, list an alternative for each title you are ordering.
2. Calculate the total for the cartridges you wish to order, including shipping & handling charges ($6.00 for the first cartridge, $1.00 for each additional, Alaska, Hawaii, APO, FPO double shipping & handling charges). California residents add 7.85% sales tax.
3. Allow 21 days for personal checks to clear - send money order for fastest processing.
4. Send your order to the address below.

Send your Cartridges/Orders to:

BRE Software
Dept. EM11
352 W. Bedford #104
Fresno, CA 93711

Game Gear

Aerial Assault	24.95/12.00
Alien 3	29.95/15.00
Ariel Little Mermaid	29.95/15.00
Ax Battler	24.95/12.00
Batman Returns	29.95/12.00
Batter Up	24.95/12.00
Battletoads	34.95/15.00
Castle of Illusion	24.95/12.00
Chakan	24.95/12.00
Chase HQ	24.95/12.00
Chessmaster	24.95/12.00
Chuck Rock	24.95/12.00
Clutch Hitter	24.95/12.00
Crash Dummies	29.95/14.00
Crystal Warriors	19.95/10.00
D Robinson's Sup Ct	24.95/12.00
Defenders of Oasis	24.95/12.00
Devilish	24.95/12.00
Donald Duck	24.95/12.00
Double Dragon	24.95/12.00
Dracula	29.95/15.00
Eternal Legend	24.95/12.00
Evan. Holyfield Box.	24.95/14.00
Fantasy Zone	19.95/10.00
Fb 93	24.95/12.00
George Foreman KO	24.95/12.00
Global Gladiators	24.95/12.00
Golden Axe	24.95/12.00
Home Alone	24.95/12.00
Paperboy	19.95/10.00
Indiana Jones	24.95/14.00
Joe Montana Fib	19.95/10.00
Kick Off	24.95/12.00
Land of Illusion	29.95/15.00
Leaderboard Golf	24.95/12.00
Lemmings	29.95/12.00
Majors Pro Baseball	24.95/14.00
Mario Bros.	24.95/12.00
Ninja Gaiden	24.95/12.00
Ninja Spirit	24.95/12.00
Outrun Europe	24.95/14.00
Pac Man	19.95/10.00
Paperboy	19.95/10.00
Paperboy 2	29.95/14.00
Pitfall	24.95/12.00
Predator 2	24.95/12.00
Prince of Persia	24.95/14.00
Rambo III	24.95/12.00
Putt & Putter	24.95/12.00
Rasten Saga	24.95/12.00
RC Grand Prix	24.95/12.00
Shinobi	19.95/10.00
Shinobi II	24.95/14.00
Simpsons	24.95/14.00
Smash TV	24.95/14.00
Solitaire Poker	24.95/12.00
Sonic Hedgehog	19.95/8.00
Sonic Hedgehog 2	19.95/8.00
Space Harrier	19.95/10.00
Spiderman	24.95/12.00
Streets of Rage	24.95/12.00

YES! We honor our advertised prices. Prices in this ad are good through November 30, 1993

Titles in ITALICS are newer and may or may not be available, please call for availability. All Used Genesis, Game Gear, Game Boy, TurboGrafx 16, and Super Nintendo Cartridges must include box, instructions, and any hint books/maps that were included with the game. We will deduct $2.00 for each SNES cartridge in Used Instruction sheet. Cartridges without box, instructions, etc will be returned at your expense. Cartridges not in resellable condition or with evidence of rental store stickers will be returned at your expense. We pay cash for Genesis, Game Gear, and Super Nintendo cartridges. We pay store credit only for TurboGrafx 16, Nintendo, Lynx, and Game Boy cartridges. All Used Cartridges have a 90 DAY WARRANTY and are subject to availability. We reserve the right to refuse any sale or purchase. Allow 40 days to receive orders placed with money orders and 60 days to receive orders place with personal checks. No checks on cartridges. For shipping, add $5.00 for first cartridge and $1.00 for each additional. Alaska/Hawaii/APO double shipping charges. Call Fax 24 hours a day. Call for 7.85% tax. No C.O.D's. Prices are for mail order only. If we do not receive your package by 11/30/93 or your game titles are not listed in this ad, you will be paid from our current price list. To receive prices in this ad you must include the 'Dept. # from this ad on the OUTSIDE of your package. If you are unclear about any of our policies, procedures or prices, please call. Dealers Welcome - Call or FAX (209) 432-2599. Nintendo, Game Boy and Super Nintendo are registered trademarks of Nintendo of America Inc. We check for credit card fraud.

THE GAME FACTORY

VIDEO GAME SUPER STORE

LOWEST PRICES - NEW RELEASES - LARGEST SELECTION

(818) 572-2411
For Order Only Please Call
1-800-449-GAME

SUPER NINTENDO ENTERTAINMENT SYSTEM

TOP GEAR 2	BIOMETAL
WORLD CUP SOCCER	BIOMETAL RENT 2PK
CHMP LEAGUE SOCCER **	DAFFY DUCK
T2 - JUDGEMENT DAY	DREAM PROBE
MORTAL KOMBAT	AGASSI TENNIS
ALLIEN VS PREDATOR RENT 2PK	TIME SLIP **
COOL SPOT	SYVALION
YOUNG MERLIN	T2 ARCADE
FALSE PROPHET	TIME TRAX **
P.T.O.	HOME IMPROVEMENT
BRAHM STOKER'S DRACULA	TERN & BURN
BATTLE BLAZE	BARBIE
CLAYMATES	LETTERS & NUMBERS
MICKEY'S PUZZLER	SESAME STREET
ASTERIX/GAUL **	WE'RE BACK
DENNIS THE MENACE	EEK THE CAT
FAMILY FEUD **	ESPN FOOTBALL
GENGIUS KHAN 2	G2
HOOVES OF THUNDER	ITCHY & SCRATCHY **
HYPER V-BALL	NBA JAM **
JURASSIC PARK	OPERATION ALIEN **
LOCK ON **	PINK PANTHER/HOLLYWOOD
MIGHT & MAGIC III	ROCKY MTN SPORTS
MONDAY NIGHT FOOTBALL	SOLO FLIGHT **
MR. NUTZ	SUPER R - TYPE **
PUTTY	TOTAL GARNAGE **
REDLINE F1 RACER	MAGA MAN X
SENGOKU	SUPER CHASE HQ
SPORTS ILLUSTRATED	AMERICAN TAIL
THE 7TH SAGA **	KABOOM
UNTOUCHABLES	SUPERMAN
WIZARD OF OZ	TIME KILLERS **
WORLD HEROS **	POWER LEAGUE BASEBALL
F - 1 POLE POSITION **	STEVEN SEAGAL
ROBO COP VS TERMINATOR	SUPER EMPIRE STRIKES BACK **
ARCUS ODYSSEY	

NEO GEO

SUPER NINTENDO SUPER SET	129.99
SUPER NINTENDO CONTROL SET	89.99
SUPER ADVANTAGE	44.99
SUPER NINTENDO GAME GENIE	54.99
SUPER PRO ACTION REOPLAY	54.99
NINTENDO CHALLANGE SET	89.99
GAME BOY SET	74.99
SUPER NINTENDO PAD	14.99
SEGA GENSIS W SONIC 1	119.99
SEGA CORE SYSTEM	89.99
SEGA GAMEGEAR CORE SYSTEM	99.99
SEGA GAMEGEAR W SONIC 1	119.99
FIRE STICK SINGLE	79.99
FIRE STICK DOUBLE	179.99
FIRE STICK SINGLE TURBO	96.99
FIRE STICK DOUBLE TURBO	205.99
NEO GEO	499.99
PRO PLAY JOY STICK	34.99

We Carry Full Line of 3DO Games and Hardware.

RETURN TO ZORK
MAD DOG MCCREE
JOHN MADDEN FOOTBALL
PGA GOLF TOUR
ROAD RASH (THE BLOOD OF THE COURIERS)
SHOCK WAVE
TWISTED (THE SITCOM OF GAME SHOWS)
WORLDBUILDERS
OCEANS BELOW
STAR TREK (THE NEXT GENERATION)

SUPER FAMICOM

WE CARRY:
- **FULL LINE OF GAME GEAR GAME BOY, TURBO 16, LYNX, NINTENDO, SEGA CD.**
- **FULL LINE OF JAPANSES GAMES.**
- **SUPER FAMICOM, PC-ENGINE, NEO-GEO**

Visit our new arcade factory store and play all new arcade machines
860 East Valley Blvd.
San Gabriel, CA 91776
818-572-2416

SEGA GENESIS

AERO THE ACROBAT	SPEEDWAY PRO CHALLENGE
ART OF FIGHTING	ZOMBI'S ATE MY NEIGHBORS **
INT'L TOUR TENNIS **	CLIFFHANGER **
JAGUAR XJ220	AH-3 FIREHAWK (CD) **
JOURNEY HOME	AMERICAN MUSCLE CARS
LESTER THE UNLIKELY	BARBI **
LORD OF RINGS	DISNEY'S ALADDIN **
NEL QTRBACK CLUB **	DUNGEON MASTER (CD)
EQUINOX	EURO RACERS
ALI'S HEAVYWEIGHT BOXING	GUNSHIP **
METAL MASTERS	JOE & MAC
MIGHT & MAGIC 2	LAND STALKER **
SUPER TROLL LAND	NFL QTRBACK CLUB **
PITFALL HARRY	ROCKY & BULLWINKLE
RIVER RAID	SOCKET **
SUPER BATTLETANK 2	SYLVESTER & TWEEDY
WCW SUPERBRAWL	TECHNO COP 2:FINAL MISSION
AIR BOURNE RANGER **	TOM & JERRY
BEAUTY & THE BEAST	OUT OF THIS WORLD (CD)
BEETHOVEN	ROAD RIOT
CLIFFHANGER **	CRASH TEST DUMMIES
ESPN BASEBALL	ESPN BASEBALL (CD) **
EYE OF BEHOLDER	ESPN BASEBALL **
HERO FIGHTER **	GENGHIS KHAN II
INSPECTOR GADGET	GOOFY
LAST ACTION HERO	HI-TECH AIRCRAFT (CD)
LOST MISSION **	LAST ACTION HERO (CD) **
LUFIA **	MICKEY'S ULTIMATE CHLNG **
NOBUNAGA'S AMBITION	PINK PANTHER **
PRO SPORTS HOCKEY **	SHANGHAI II
SECRET OF MANA	TIME TRAX
SUPER NOVA **	WHEEL OF FORTUNE (CD) **
DISNEY'S ALADDIN	BELLE'S QUEST
CRASH TEST DUMMIES	CLIFFHANGER (CD) **
FLASH BACK **	INCREDIBLE HULK **
INCREDIBLE HULK	JEOPARDY **
LAWNMOWER MAN	ROAR OF THE BEAST
RABBIT RAMPAGE **	TIME TRAX **
BRAHM STOKER'S DRACULA	DESERT DEMOLITION **
MORTAL COMBAT	ESPN FOOTBALL (CD) **
SHINOBI 3	ESPN FOOTBALL **
SON OF CHUCK	HIGH SEAS HAVOC
STREET FIGHTER CHMP ED	ITCHY & SCRATCHY
AERO THE ACROBAT	LAST ACTION HERO **
WOLF CHILD	MORTAL KOMBAT (CD)
RACE DRIVIN'	NBA JAM SESSION
BUBBLE & SQUEAK	NIGEL MANSELL RACING
DARK WIZARD (CD)	REBEL ASSAULT (CD)
DASHIN DESPERADOES	SUPER BATTLETANK 2 (CD)
FATE OF ATLANTIS (CD) **	TIME KILLERS **
HOOVES OF THUNDER	TOE JAM & EARL 2 **
MUTANT FIGHTER **	WINTER OLYMPICS **
RANGER - X **	CHESSMASTER
ROCKET KNIGHT	TOTAL CARNAGE **
STREET FIGHTER II CHMP ED. **	OPERATION: ALIEN
WWF RAGE IN THE CAGE (CD) **	BEETHOVEN **
WWF ROYAL RUMBLE **	MICKEY'S EDUTAINMENT **
KEEPER OF THE GATE	WE'RE BACK **
ROBO COP/TERMINATOR	STEVEN SEAGAL **
DUNE II	

WE BUY SEGA
YOUR USED GAMES & SYSTEMS

STORE HOURS: MON-SAT: 11-8 • SUN: 12-7
OPEN 7 DAYS

C.O.D. & CREDIT CARDS ARE WELCOME
FREE GROUND SHIPPING IN CALIFORNIA

PC Engine

FAST OVER NIGHT DELIVERY AVAILABLE

COD VISA MasterCard AMERICAN EXPRESS

MEGA DRIVE MEGA CD

Dealers & Wholesalers Call
(818) 572-2414 or
Star Video 310-841-0999
and Salem Software 310-820-7007

THE GAME FACTORY
860 E. Valley Blvd.
San Gabriel, CA 91776
(818) 572-2411
FAX (818) 572-0797

THE GAME FACTORY
6320 Laurel Canyon Blvd.
North Hollywood, CA 91606
Tel: (818) 766-2368 Fax: (818) 766-8652

GAME DUDE

We Buy And Sell Used & New Games!

The Largest Selection Of Games Anywhere! — *Call For Games Not On List*

Prices change daily. Please call to verify the current prices, before buying or selling games! **Items sent to us that are not in good working condition will be returned to you at your expense.**

Nintendo

TITLE	BUY/SELL
Adventure Island 2	16/32
Adventure Island 3	18/36
Adventures of Lolo III	16/32
Arkanoid	25/59
Baseball Stars II	12/32
Batman Returns	16/32
Bee 52	12/34
Best Of Best Karate	18/36
Big Bird	12/31
Big Nose Freaks Out	14/28
Bomberman II	16/32
Break Time Pool Tour	16/32
Bucky O'Hare	16/32
Caesar's Palace	20/36
Captain America	12/32
Chessmaster	14/34
Contra Force	16/33
Crash Dummies	17/34
Destiny Of Emperor	15/30
Dragon Warrior II	18/36
Dragon Warrior III	22/42
Dragon Warrior IV	25/43
Family Feud	14/29
Faria	22/39
Felix The Cat	16/32
Galaxy 5000	16/32
Ghost Lion	14/29
Goal! Two	19/38
Golf Power	15/32
Hatris	16/32
Impossible Mission II	19/38
Jetsons	18/36
Joe & Mac	16/32
Jurassic Park	17/30
Krusty's Fun House	17/34
Laser Invasion	16/32
Last Starfighter	13/30
Lemmings	19/36
Loopz	18/36
Mario Is Missing	20/39
Megaman 5	19/38
Might & Magic	21/42
Mighty Final Fight	18/35
MS. Pacman	13/31
Nobunagas II	27/45
Pacmania	18/36
Palamedes	13/30
Pirates!	15/30
Pools of Radiance	17/34
Qix	16/34
RC Pro Am II	14/32
Robo Cop 3	17/34
Romance 3 Kings	16/36
Romance 3 Kings II	22/41
Simpson:Radioactive	24/42
Snow Brothers	19/38
Solitaire	19/38
Spiderman:Sinister 6	20/39
Tecmo Cup Soccer	18/36
Tecmo NBA	16/37
Tiny Toon Adv. 2	17/34
Tiny Toons Workshop	17/34
Tom & Jerry	14/32
Trolls	18/36
Ultima, Warriors	20/39
Ultimate Air Combat	22/39
US Golf	19/40
Wheel - Family Ed.	13/30
Wheel - Vanna White	16/32
Wizardry II	18/37
Zen Intergalactic Ninja	17/29

Genesis

Aerobiz	25/44
After Burner III	17/34
Agassi Tennis	22/39
Alien 3	18/34
Amazing Tennis	22/41
American Gladiators	19/36
Arch Rivals	18/36
Ariel - Little Mermaid	18/36
Atomic Robo Kid	16/35
Batman Returns	17/34
Battle Toads	22/39
Bill Walsh Football	21/42
BOB	18/35
Bubsy	21/41
Cadash	17/38
Champ. Bowling	20/39
Champ. Pro Am	20/39
Chase HQ II	18/36
Chester Cheetah	18/38
Crue Ball	17/34
Cyberball	20/39
D. Robinson's Court	17/34
Deadly Moves	20/39
Dino Land	18/39
Double Dragon 3	18/36
Dragon's Fury	20/39
Dungeons & Dragons	18/36
EA Hockey	27/46
Elemental Master	17/34
Exile	19/38
ExMutants	18/36
Fighting Masters	16/38
Flicky	16/38
Flintstones	22/39
Gadget Twins	18/36
Gemfire	20/39
General Chaos	18/35
G. Foreman Boxing	17/34
Great Waldo Search	26/44
Herzog Zwei	20/40
Hit The Ice	24/39
Home Alone	18/36
Humans	17/34
Immortal	19/38
Indiana Jones	18/36
James Bond 007	15/38
James Pond II	17/34
J. Capriati Tennis	22/41
Jeopardy!	17/39
J. Madden Champ.	30/59
Jungle Strike	23/40
Jurassic Park	21/38
King Of Monsters	21/39
King Salmon	20/38
Kings Bounty	20/37
Klax	18/36
Leaderboard Golf	17/34
Lemmings	18/37
Lotus Turbo Chal.	20/38
Marble Madness	22/42
Master Of Monsters	25/45
Might & Magic	22/39
Monopoly	17/38
Ms. Pacman	18/36
MutantLeagueFootball	19/38

Genesis

NBA All Star Chal.	17/36
Out Of This World	20/39
Outlander	20/38
Pac-Mania	20/39
Paperboy	20/39
Paperboy 2	23/41
PGA Tour Golf II	20/41
Phantasy Star II	30/36
Phantasy Star III	17/34
Pigskin Footbrawl	17/34
Prince Of Persia (CD)	27/42
Rampart	19/41
RBI Baseball 4	18/36
Rings Of Power	20/39
Risky Woods	17/39
Road Avenger (CD)	22/41
Road Blasters	20/44
Road Rash II	24/42
Robo Aleste (CD)	19/38
Rocket Knight Adv.	19/38
R. Clemens Baseball	21/39
Rolo To The Rescue	22/39
Romance 3 Kings 2	32/56
Sewer Shark (CD)	18/38
Shadow of Beast II	17/34
S. Holmes II (CD)	18/35
Shining Force	20/39
Shinobi III	19/38
Side Pocket	23/40
Simpsons: Mutants	19/38
Slaughter Sport	19/38
Space Invaders 91	27/49
Speedball 2	25/41
Spiderman/X-Men	18/36
Starflight	17/34
Steel Talons	19/38
Street Fighter II	40/59
Streets Of Rage 2	21/39
Sunset Riders	17/39
Super Monaco GP II	22/44
Super Off Road	18/36
Super Smash T.V.	20/40
Superman	17/34
T2	17/35
Talespin	17/34
Task Force Harrier	18/36
Technoclash	20/37
Tecmo Cup Soccer	25/44
Time Gal (CD)	18/36
Tiny Toons	20/39
Todd In Slime World	26/49
Toe Jam & Earl	17/34
Toki	17/34
T. Larussa Baseball	20/39
Toys	17/34
Tyrants	18/36
Uncharted Waters	30/48
Universal Soldier	23/41
Warrior Of Rome	24/44
Warrior Of Rome II	19/38
Warsong	16/34
Where/World Carmen	26/41
Where/Time Carmen	18/36
Wings Of War	17/34
Wolf Child (CD)	12/36
Wonder Boy	19/38
World Trophy Soccer	17/37
X-Men	17/34

Super NES

Addam's Family	16/34
AeroBiz	20/44
Alien 3	20/39
Amazing Tennis	20/40
American Gladiators	13/36
Arcana	16/38
Axelay	15/39
B.O.B.	19/36
Battle Grand Prix	19/42
Battletoads	17/42
Bazooka Blitzkrieg	22/44
Best Of Best Karate	21/42
Blazeon	24/47
Blues Brothers	20/38
Brawl Brothers	16/39
Bubsy	16/34
Cal Ripken Baseball	15/39
California Games II	18/39
Captain Novalin	19/38
Chessmaster	24/44
Chester Cheetah	18/38
Chuck Rock	18/40
Clue	22/40
Combatribes	21/43
Contra III	15/34
Cool World	14/32
Cyber Spin	23/43
Cybernator	20/38
Desert Strike	11/32
Dino City	15/32
Doomsday Warrior	17/38
Dragon's Lair	18/38
Duel: Test Drive 2	23/46
Dungeon Master	20/42
EVO	24/47
F1 ROC	20/43
Family Dog	21/40
Fatal Fury	14/34
Final Fantasy II	20/44
Final Fight 2	21/42
Firepower 2000	16/34
First Samurai	22/43
Gemfire	19/38
Goals	16/32
Gods	23/45
Goof Troop	18/34
Gun Force	25/42
Harley's Adventure	25/44
Hit The Ice	18/36
Hole In One Golf	16/32
Home Alone	18/36
Hunt For Red October	18/36
Inindo	28/48
Jack Nicklaus Golf	18/39
Jeopardy!	21/38
J. Connors Tennis	13/34
Ka-Blooey	20/43
Kawazaki Challenge	16/39
King Arthur's World	18/38
Krusty's Fun House	19/40
Lagoon	16/35
Legend of Zelda	19/38
Lemmings	24/43
Lethal Weapon	18/36
Magic Sword	23/42
Mansell's Champ.	20/44
Mario Paint	33/47
Mech Warrior	23/42

Super NES

Monopoly	20/36
Mortal Kombat	30/55
NBA All Star Chal.	20/39
NFL Football	22/43
N. Ryan's Baseball	20/36
On The Ball	35/49
PGA Tour Golf	27/48
Pocky & Rocky	22/44
Power Moves	16/32
Prince Of Persia	21/42
Pugsley Scavenger	22/42
PushOver	22/44
Q Bert 3	17/34
Race Drivin'	17/39
Raiden	17/39
Rampart	22/42
Road Riot 4WD	16/38
RoboCop 3	15/38
Rocky & Bullwinkle	17/34
R. Clemens Baseball	14/34
Romance 3 Kings II	37/52
Royal Rumble	18/43
Shadow Run	22/44
Sim Earth	24/44
Simpsons:Nightmare	18/36
Skins Game	27/43
Sonic Blast Man	20/37
Soul Blazer	23/42
Spanky's MegaForce	25/45
Spanky's Quest	22/44
Spindizzy Worlds	21/37
Star Fox	14/38
Street Combat	23/44
Street Fighter II Turbo	30/54
Strike Gunner	14/33
Super Baseball 2020	17/45
Super Baseball Sim	17/34
Super Batter Up	23/48
Super Black Bass	22/48
Super Bowling	13/32
Super Buster Bros.	23/45
Super Conflict	20/40
Super James Pond	21/39
Super Mario All Stars	25/45
Super Ninja Boy	20/38
Super Off Road	18/34
Super Slam Dunk	11/45
Super Slap Shot	21/42
Super Soccer Champ	13/38
Super Strike Eagle	20/39
Super Turrican	20/37
Tecmo Super NBA	20/42
Terminator	20/39
Thunder Spirits	24/44
Tiny Toons	16/35
TKO Champ Boxing	19/38
Tom & Jerry	19/39
Top Gear	18/39
Tuff E Nuff	22/39
True Golf Pebble Bch	11/34
Uncharted Waters	22/40
Vegas Stakes	25/41
Wayne's World	17/35
Where/World Carmen	25/44
Wings 2	23/44
Wordtris	23/41
X Zone	16/32
Yoshi's Cookies	14/36

Turbo Grafx

Air Zonk	17/30
Bomberman '93	16/32
Bonk's 3	15/30
Camp California(SCD)	18/36
Chase H.Q.	18/36
Cotton (Super CD)	20/36
Dragon Slayer (SCD)	19/33
DungeonMaster(SCD)	17/34
Exile (CD)	11/28
Exile 2 (SCD)	15/30
Falcon	8/29
Fighting Street (CD)	18/34
ForgottenWorlds(SCD)	15/29
It Came/Desert (CD)	16/30
JB Murder Club (CD)	18/36
Legend Hero Tonma	18/34
Loom (Super CD)	11/33
Lords Thunder (SCD)	11/32
Military Madness	17/34
Prince/Persia (SCD)	20/39
Riot Zone (SCD)	12/31
Samurai Ghost	15/30
Shape Shifter (SCD)	18/34
S. Holmes 2 (SCD)	17/34
Shockman	20/36
Sim Earth (SCD)	19/36
Time Cruise	17/34
Vastee!	18/36
World Sports Comp.	18/36
Y's Book III (CD)	17/34

Neo Geo

3 Count Bout	60/139
Andro Dunos	40/90
Art Of Fighting	80/149
Baseball Stars Pro	30/59
Baseball Star Pro 2	80/139
Blue's Journey	20/49
Burning Fight	55/99
Crossed Swords	50/99
Cyber-Lip	25/55
Eight Man	35/65
Fatal Fury	25/49
Fatal Fury 2	65/145
Football Frenzy	50/99
Ghost Pilots	26/55
King Of Monsters	40/79
King Of Monsters II	70/145
Last Resort	55/105
League Bowling	20/49
Mutation Nation	25/59
Nam 1975	25/49
Ninja Combat	20/49
Ninja Commando	40/85
Riding Hero	25/59
Robo Army	25/59
Sengoku	25/49
Sengoku 2	120/175
Soccer Brawl	60/105
Super B.ball 2020	70/129
Super Sidekick	80/129
Super Spy	20/45
Thrash Rally	70/129
Top Players Golf	20/49
View Point	145/215
World Heroes	50/99
World Heroes 2	105/165

Game Gear

Aliens 3	10/27
Arch Rivals	16/29
Batman Returns	15/29
Chessmaster	14/28
Defenders of Oasis	14/28
Game Pack 4 in 1	14/28
Klax	14/28
Krusty's Fun House	15/26
Land Of Illusion	16/27
Magical Tal Route	14/28
Paperboy	16/29
Prince Of Persia	14/28
Solitaire Poker	14/26
Steel Cage Challenge	13/27
Streets Of Rage 2	14/27
Tazmania	14/26
Terminator	15/28
Tom & Jerry	16/28

Lynx

Awesome Golf	9/24
Baseball Heroes	15/26
Basino	14/28
Crystal Mines II	16/28
Dirty Larry	15/28
Dracula	12/25
Joust	13/24
Ms. Pacman	11/28
NFL Football	13/26
Pinball Jam	16/28
Power Factor	18/30
Qix	13/24
Shadow Of Beast	13/25
Shanghai	16/28
Steel Talons	14/25
Switch Blade II	14/26
Ultimate Chess Chal.	12/24
World Class Fussball	13/26

Game Boy

Asteroids	12/24
Barbie	12/24
Battleship	12/24
Best Of Best Karate	13/22
Boggle Plus	16/26
Bonks Adventure	10/23
Bubble Ghost	12/24
Burgertime Deluxe	12/24
Centipede	12/24
Fastest Lap	11/22
Ferrari Grand Prix	14/28
Final Fantasy Leg. III	14/28
Gauntlet II	11/22
Goal!	11/22
Home Alone 2	11/22
Kwirk	11/22
Krusty's Fun House	12/24
Legend Of Zelda	11/22
Little Mermaid	12/22
Looney Tunes	11/22
Megaman 3	11/22
Mortal Kombat	12/24
Nobunaga's Ambition	12/24
Pac Man	12/23
Paperboy 2	12/24
Raging Fighter	13/24
Ren & Stimpy	12/24
Star Trek TNG	13/24
Super Mario Land 2	10/24
Who Framed Roger	12/24

Call To Order (818) 764-2442

TO ORDER - Before ordering call for current prices. Please include cost for game(s), plus postage and handling of $5.00 per shipment plus $1.00 per game if shipped to the continental US, $8.50 plus $1.00 per game to Alaska/Hawaii, $8.50 plus $1.00 per game to Canada, $15.00 plus $3.00 per game to other countries. We accept checks, money orders or credit cards (Visa, Mastercard, Discover, and American Express). Sorry No COD's. Sales Tax - California residents please include 8.25%. Your credit card is not charged until we ship your order. Personal checks with PO Box addresses will be held 2 weeks to clear. Most orders will be shipped within 24 hours by UPS 3 Day Select, if merchandise is in stock and there is a street address.

SALES POLICY - All used games are guaranteed 90 days from ship date. All defective games can only be exchanged for the same title game. No refunds, credits, or exchanges. We make no guarantee for product performance. Once your order is placed it cannot be changed without authorization. Please send your games via UPS or Insured Parcel Post. We are not responsible for the safe receipt of your games. A check will be sent to you within 48 hours after receiving and testing your games. Deductions will be made for missing instructions, boxes, and slipcases. Please call us for information about the deductions. **NOTE:** Due to a 3 month lead time to place this ad, supply and demand, the availability of these games and prices are subject to change without notice. To guarantee a price call and get an authorization number. Without an authorization number the price will be determined on the day we receive your order or games. Authorization numbers are good for 10 days after you receive them. We are not responsible for typographical errors. We reserve the right to refuse any purchase or sale. Nintendo is a registered trademark of Nintendo Of America Inc., Genesis is a registered trademark of Sega Enterprises Inc., and Turbo Grafx-16 is a registered trademark of NEC, Lynx is a registered trademark of Atari Corp., Neo Geo is a registered trademark of SNK Home Entertainment Inc.

Call Or Write For Free Price List!

Stop in at the WORLD's LARGEST video game store!
Try before you buy! We now buy used Music CD's

To mail in games, send to:
GAME DUDE
12104 Sherman Way
North Hollywood, CA 91605

Open 7 Days, 11-7 PST
(818) 764-2442
Fax: (818) 764-4851
We do not fax price lists.

Please include a street address in all correspondence.

Name _____

Address _____

City/State/Zip _____

Christmas in November at GAME SHOCK

FREE Control Pad or Mega Drive Converter *plus* Free Shipping only to Gold Members with any purchase below.

	Gold Member Price	Regular Price
SNES		
Street Fighter Turbo	59.00	66.00
Phalanx	25.00	29.00
Super Smash T.V.	25.00	29.00
Genesis		
Gaiares	24.00	28.00
Ms. Pacman	24.00	28.00
Super Special		
Power Monger	15.00	19.00
Risky Woods	15.00	19.00

FREE Converter or Control Pad *plus* Free Shipping only to Gold Members with any purchase below.

	Gold Member Price	Regular Price
Super Famicom		
Batman Returns	CALL	CALL
Contra Spirits	CALL	CALL
Mega CD		
Switch	CALL	CALL
Final Fight	CALL	CALL
Mega Drive		
Side Pocker	CALL	CALL
Ex-ranza	CALL	CALL

FREE SD Model or SF Poster *plus* Free Shipping only to Gold Members with any purchase below.

	Gold Member Price	Regular Price
P.C. Engine		
Street Fighter CE	CALL	CALL
Rainbow Island	CALL	CALL
Super CD		
R-type Complete	CALL	CALL
Mystic Formula	CALL	CALL

FREE Memory Card or Dragon Ball 'Z' Dolls *plus* Free Shipping only to Gold Members with any purchase below.

	Gold Member Price	Regular Price
Neo Geo		
Neo Geo Silver Set	350.00	375.00
Samurai Shodown	214.00	238.00
World Heroes II	214.00	238.00

Call for other titles.

FREE SD Model or SF Poster *plus* Free Shipping only to Gold Members with any purchase below.

	Gold Member Price	Regular Price
Anime Movies		
Legend of the Overfiend	33.00	39.95
Venus Wars	24.00	29.95
Model		
Gundam Heavy Gun	11.00	13.60
Full Armor ZZ Gundam	13.75	16.75

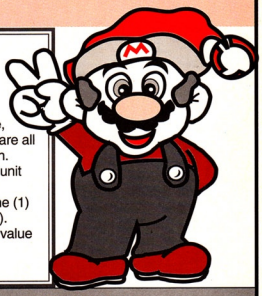
BONUS!

Join Gold Membership Today & Win a *Free* Trip to *Las Vegas*

GOLD MEMBERSHIP SWEEPSTAKES

Grand Prize:	Round trip for one (1) to 1994 Consumer Electronics Show in Las Vegas, NV. Air fare, accommodation and entrance to the Show are all included, or a prize of $1,000 as substitution.
First Prize (3):	One (1) Sega CD unit or one (1) Turbo CD unit (retail value $250.00).
Second Prize (10):	One (1) Super Nintendo Core System or one (1) Genesis Core System (retail value $100.00).
Third Prize (100):	Custom made T-shirt (one of a kind, retails value $25.00).

* Please call to join our gold membership and ask for the Sweestakes' details.



Hot Titles

Super Famicom
Street Fighter 2 Turbo
Mario All Star
Patty Moon
Ranma 1/2, PT.2
Dragon Ball "Z"

PC Engine
Fiend Hunter
Galaxy Detective Galivan
Patlabor
Macross 2036
Ding Dong

Neo Geo
Art of Fighting 2
Sengoku II
Fatal Fury Special
View Point

Mega CD
Midnight Serenade
Sonic
Silpheed
AX 101



Membership Privileges:



- Eligibility to all promotional events
- Free catalogs
- Free Game Shock Street Fighter II T-shirt
- Rebate on new games
- Discount on hot items
- Free shipping for the first order (UPS Ground)
- Free shipping for all orders over $100 (UPS Ground), good for two years

Only $18.00 Membership fee, good for two years

Genesis

NEW RELEASE	Gold Member Price	Regular Price
Sonic Spinball	45.00	48.00
Aladin	52.00	56.00
World Series Baseball	48.00	52.00
Cliffhanger	55.00	58.00
ESPN Baseball	59.00	63.00
Pele Soccer	54.00	56.00
Last Action Hero	56.00	58.00
Brett Hull Hockey	54.00	58.00

SNES

NEW RELEASE	Gold Member Price	Regular Price
Snow White	52.00	56.00
TMNT 5	61.00	67.00
Turn & Burn	59.00	61.00
Aladin	64.00	67.00
Equinox	55.00	58.00
Sky Blazer	61.00	65.00
Brett Hull Hocky	63.00	65.00

Sega CD

NEW RELEASE	Gold Member Price	Regular Price
Terra Striker	44.00	47.00
Video Boxing	CALL	CALL
Last Action Hero	53.00	57.00
Steller Fire	CALL	CALL
Jeopardy	53.00	57.00
Rebel Assault	CALL	CALL

Turbo Duo

NEW RELEASE	Gold Member Price	Regular Price
Beyond Shadowgate	44.00	48.00
World Heroes	CALL	CALL
Godzilla	44.00	48.00

MAIL ORDER
91-08 63rd Drive
Rego Park, NY 11374
Tel: (718)459-GAME

GAME SHOCK I
91-10 63rd Drive
Rego Park, NY 11374
Tel: (718)459-7058

Game Shock Inc.
"The Land of Game that shocks You!"

GAME SHOCK II
43-22 50th Street
Woodside, NY 11377
Tel: (718)429-0655

GAME SHOCK III
73-15 Broadway
Jackson Heights, NY 11372
Tel: (718)457-1900

91-08 63rd Drive, Rego Park, NY 11374

CALL: (718)459-GAME OR FAX: (718)997-8991

JAPAN VIDEO GAMES

" YOUR ONE STOP VIDEO GAMES STORE "

DEALERS & WHOLESALERS WELCOME

LOWEST PRICES - LATEST RELEASES - HUGE SELECTION

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Mortal Kombat
Top Gear 2
Art of Fighting
B. Stoker's Dracula
Disney's Aladdin
Equinox
T2 Arcade
Bio Metal
Clay Fighter
F-1 ROC 2
MVP Football
Sengoku
World Heros
Super Bomberman
Alien vs Predator
Tecmo Super Bowl

SPECIAL

Mario All Star	**$ 52.00**
Final Fight 2	**$ 52.00**
Lethal Weapon	**$ 39.00**
Amer. Gladiator	**$ 45.00**

MEGADRIVE

Gunstar Hero
Shining Force 2
Columns 3
Sonic (CD)
Thunder Hawk (CD)

SPECIAL (Megadrive)

Mazin Saga	**$ 39.00**
Eleminate Down	**$ 39.00**
Snow Brothers	**$ 45.00**
Rocket Knight Ad.	**$ 39.00**
Magical Hat	**$ 10.00**
Bandstalker	**$ 39.00**
Ninja Force (CD)	**$ 29.00**
Rise of the Dragon (CD)	**$ 49.00**
Aisle Lord (CD)	**$ 45.00**
Super League Baseball (CD)	**$ 45.00**

SEGA GENESIS

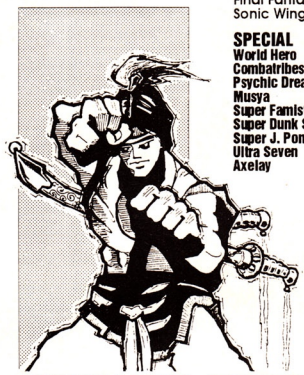
Mortal Kombat
SF2 Champion Edition
WWF Royal Rumble
Zombi's ate my Neigh.
Disney's Aladdin
Land Stalker
Splatter House 3
World Series Baseball
NHL Hockey '94
Tecmo Superball
Cliff Hanger (CD)
Dracula (CD)
Dune (CD)
Terminator (CD)
Wheel of Fortune (CD)
Euro Racers
Jurassic Park (CD)

SPECIAL

Robo Aleste (CD)	**$ 39.00**
Night Trap (CD)	**$ 49.00**
Hook (CD)	**$ 39.00**

NEO GEO

Neo Geo Gold	$ 499
World Hero 2	$ 199
Fatal Fury 2	$ 199
Art of Fighting	$ 189
Samurai Shodn.	$ 199
Fatal Fury 2 Special	$ Call
Art Fighting 2	$ Call
Top Hunter	$ Call



SUPERFAMICOM

Act Raiser 2
SD Gundam 2
Super Chinese War. 2
Art of Fighting
Sailor Moon
Takaman Blade
Darius Force
Dragon Ball 2
Pop and Twin Bee
Final Fantasy Adv. 2
Sonic Wings

SPECIAL

World Hero	**$ 59.00**
Combatribes	**$ 39.00**
Psychic Dream	**$ 45.00**
Musya	**$ 35.00**
Super Famista 2	**$ 59.00**
Super Dunk Star	**$ 49.00**
Super J. Pond 2	**$ 39.00**
Ultra Seven	**$ 55.00**
Axelay	**$ 29.00**

MEGA CD

Annet Again
Ninja Force
Ranma 1/2
Devastator
Night Striker
3x3 Eyes
Keio Flying Squadron
F-1 Circus
Arcus 1 2 3
Silpheed
Bari Arm
AH-3 Fire Hawk
CDX Converter $ 49

PC Engine

Dracula X
Legend of Xanadu
Super Darius 2
Imperial Force
PC Cocorn
Monster Maker

SPECIAL

Imagine Fight 2	**$ 59.00**
Gradius 2	**$ 59.00**
Poem of Angel 2	**$ 64.00**
SF2 Champ. Ed.	**$ 69.00**
Graduation	**$ 64.00**
Super Baseball	**$ 55.00**
Kick Boxing	**$ 55.00**
Nexzr Special	**$ 42.00**
Psychic Storm	**$ 49.00**

Please call for PC Engine Games $ 25.00 and under!

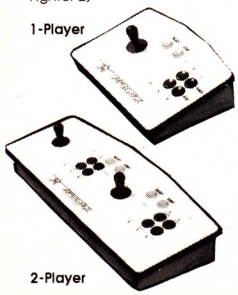
We buy/sell used games & systems

SUPERSTICK CONTROLLERS

AVAILABLE **NOW** FOR:

- **Super Nintendo** (Street Fight. 2)
- **Sega Genesis** (Street. Fight. 2)
- **Neo Geo**
- **PC Engine/Turbo Grafx 16**(6-Button Controller for Street Fighter 2)

1-Player



2-Player

SUPERSTICK

RATED ONE OF THE BEST BY EGM

- **Extremely sturdy** (Arcade Grade High Density particle board - Melamine)
- **Genuine Arcade Joystick & Buttons**
- **Slomo** and **Turbo Fire** available
- Available in **1-Player** or **2-Player** version
- Dimensions: 1-Player 11"x15.5"x5"(5lbs) 2-Player 11.5"x30"x5"(17lbs)
- **Made in the USA**

● *S-NES OR SEGA GENESIS CONTROLLERS* (6-Button)	(Reg. Single)	$ 84.95
	(Turb. Single)	$ 99.95
	(Reg. Double)	$ 164.95
	(Turb. Double)	$ 184.95
● *Neo-Geo CONTROLLER*	(Turb. Single)	$ 89.95
	(Turb.Double)	$ 169.95
● *PC Engine/Turbo Grafx Controllers*	(Single)	$ 105.00
	(Double)	$ 200.00
● *TWO-SYSTEM (Gen & S-NES)*	(Single)	$ 120.00
● *THREE-SYSTEM (Gen, S-NES & Turbo Grafx 16)*	(Single)	$ 149.95

NEW

3 D O System
(32 Bit System)
AVAILABLE NOW

Call
(818) 281-9282
or Fax
(818) 451-5839
710 W. Las Tunas, #1
San Gabriel, CA 91776

C.O.D. & Credit Card Welcome
Call for our latest Catalog

GAMEXPRESS

CALL EGM11
714-952-4263

Retail Stores:

GAMEXPRESS #2 Dept. EGM11-Buena Park Mall, 8412-A On the Mall • Buena Park, CA 90620 • (714) 952-4263 (GAME)

GAMEXPRESS #1 Dept. EGM11 - 11390 Ventura Blvd., Suite 1 North Hollywood, CA 91604 • (818) 761-4263 (GAME)

GAMEXPRESS #3 Dep. EGM11-20720 Gulf Freeway (inside Fiesta) • Houston, TX 77598 • (713) 554-GAME (4263)
6200 Bellaire (inside Fiesta) • Houston, TX 77081 • (713) 779-4263 (GAME)

GAMEXPRESS #4 Dep. EGM11-11151 Cavendish Road • Coorparoo, QLD Australia • Tel: 7-394-4444 • Fax: 7-369-6864

TO ORDER:

Order by telephone, mail, fax, or in store. Visa, Mastercard, American Express, Discover, COD, Money Orders & Checks accepted. Canadian and international orders welcomed.CODs in USA only. COD charge is 5%. UPS Ground, 5% plus $1 per game. UPS 2nd Day Air, $9 plus $1 per game. CA Res. add 7.75% sales tax. Add $1 handling per order. For Credit Card Personal Check Orders - We only ship to the cardholders credit card billing address. We verify the address. For personal checks allow 21 days for personal checks over $45 to clear. Send your order to Gamexpress 2.

TO SELL:

Cash/check paid or store credit for your used games. There is a 20% deduction for walk-in customers only who sell their items and do not use at least 50% of their trade-in credit on the same day. Call and request an RMA# which is valid for 10 days. Send your games in a package to Gamexpress 2. Include your name, address, telephone # date, RMA list of games sent prices. Include any coupons. Check will be mailed within 5 days of processing of your trade-in. Console, Sega CD and Super Nintendo games must include box and instructions. There is a $3 deduction for each missing box, instruction and hint book. There is a $3 trade-in processing fee per package/box. There is a $3 box/package for any game we have to return to you. We also buy Nintendo, Gameboy, Game Gear and NEO GEO games. Call for prices.

POLICIES:

Price listed are for new items. Orders shipped next business day. Price subject to change. All items subject to availability. Manufacturer's warranty applies on all new items. Not responsible for typographic errors. 90 days warranty on used games. Prices effective until Feb. 28, 1994. We reserve the right to refuse any sale, swap or trade-in.

CATALOG:

Order our catalog which lists all buy/sell prices for Genesis, Sega CD & Super Nintendo. It also includes future releases for Super Nintendo, Sega CD & Genesis. Send $1 for shipping and handling.

COUPONS:

Include coupons with order. No copies accepted. Limit 1 coupon per package/order/customer. Order/Package must be received before expiration date.

INTERNATIONAL & WHOLESALE DEALER INQUIRIES:

Call (818) 760-4284 to order a wholesale catalog. Fax (818) 360-4881

TO SWAP

- No membership fees.
- Swap your used game for our used game (with same group or lower group only).
- List the game you will send us.
- Choose a game from the same group or lower group that you want us to send you. Must list 2-3 alternatives if possible for faster processing).
- Games must include box and instructions.
- Send your games. Include your name, address, telephone number and check, cash, credit card info or money order for $1-$ per swap game (shipping is included). Include coupon #1 if applicable, only coupon #1 applies to swaps.
- Free shipping coupon does not apply to swaps.
- No COD order for swaps. Swaps for walk-in customers is 59 plus sales tax.
- Allow 2-3 weeks.
- California residents add 7.75% sales tax. Canada add $5 per swap.
- You can call in advance to reserve your choice for 10 days.
- Genesis, Sega CD and Super NES only.

SUPER NINTENDO

A-GROUP
Swap For $14 - shipping included
We buy used $24
We sell used - $36

B-GROUP
Swap For $14 - shipping included
We buy used $22
We sell used - $46

C-GROUP
Swap For $14 - shipping included
We buy used $14
We sell used - $40

D-GROUP
Swap For $14 - shipping included
We buy used $10
We sell used - $26

GENESIS

A-GROUP
Swap For $14 - shipping included
We buy used $24
We sell used - $38

B-GROUP
Swap For $14 - shipping included
We buy used $22
We sell used - $46

C-GROUP
Swap For $14 - shipping included
We buy used $14
We sell used - $40

E-GROUP
Swap For $14 - shipping included
We buy used $14
We sell used - $28

D-GROUP
Swap For $14 - shipping included
We buy used $10
We sell used - $26

F-GROUP
Swap For $14 - shipping included
We buy used $12
We sell used - $26

G-GROUP
Swap For $14 - shipping included
We buy used $8
We sell used $24

H-GROUP
Swap For $14 - shipping included
We buy used $4
We sell used - $20

SEGA CD

D-GROUP
Swap For $14 - shipping included
We buy used $10
We sell used - $26

E-GROUP
Swap For $14 - shipping included
We buy used $14
We sell used - $28

CALL FOR LATEST TITLES!!

Coupon 2 - EGM11
Free UPS Ground Shipping in USA on games only until Feb. 28, 1994 (Minimum $30 purchase).

Coupon 6 - EGM11
We will sell $2 less than any competitive's ad price in EGM or their current catalog. Mention ad or enclose copy of ad or catalog (until Feb. 28, 1994). New Genesis, SNES & Sega CD games only.

Coupon 4 - EGM11
$5 buses if you sell 3 or more Genesis or Super Nintendo games or $10.buses if you sell 5 or more Genesis or Super NES games until Feb. 28, 1994

Coupon 7 - EGM11
$25 Bonus if you sell 10 or more games in Groups A,B, or C only. Valid until Feb. 28, 1994

Coupon 1 - EGM11
$5 off your total swap fee if you swap 3 or more games or $10 off your total if you swap 5 or more games at one time (valid until Feb. 28, 1994)

CALL (714) 952-4263
MON-FRI 10AM - 9PM PST
SAT & SUN 10AM - 6PM PST

- REQUESTING AN RMA# BEFORE SENDING YOUR GAMES TO SELL
- LATEST RELEASES AND PRICES.
- WEEKLY SALES SPECIALS.
- CUSTOMER SERVICE FOR ORDERS, TRADE-INS, SWAPS.
- RESERVE SWAPS.

SWAP FORM

EGM11

	Game You Sent Us	Group	Game You Want From Us (must be from the same or lower group)	Group	Swap Fee	Please list alternate choices for faster processing (must be from the same or lower group)
1.					$14	1. 2. 3.
2.					$14	1. 2. 3.
3.					$14	1. 2. 3.
4.					$14	1. 2. 3.
5.					$14	1. 2. 3.

CUSTOMER INFORMATION

Name: _____

Address: _____

City, State, Zip: _____

Tel. No.: _____

Send to Gamexpress #2

SUB TOTAL
(Missing instruction $3 each)
(-) Coupons
SUB TOTAL
CA Residents add 7.75% sales tax
SUB TOTAL
(-) Trade-In Credit
TOTAL DUE

PAYMENT

Payment Enclosed
❑ Check ❑ Money Order ❑ Cash
Charge My Credit Card
❑ Visa ❑ MC ❑ Amex ❑ Discover

Cardholder Name: _____
Account No. _____
Exp. Date: _____
Authorized Signature: _____

ORDER FORM

EGM11

✔ **Send To:**
GAMEXPRESS #2
Dept. EGM11
Buena Park Mall • 8412-A On the Mall, Buena Park, CA 90620

Name: _____
Street Address: _____
City/State/Zip: _____
Daytime Phone: _____

✔ **Order:** New

Title	Sys.	Used Qty	Price	Total
Gamexpress Catalog (free shipping)			1	$1
				$1

Sub Total _____
CA Res. add 7.75% sales tax _____
Shipping _____
Handling $1
COD charges $6 (USA only) _____
Total _____

✔ **SHIPPING:**
USA=UPS Ground $6, plus $1 per game•UPS 2nd Day Air, $9 plus $1 per game. • UPS Next Day Air, $17, plus $3 per game. Alaska, Hawaii and Puerto Rico• UPS 2nd Day Air, $12 plus $1 per game. • UPS Next Day Air $17 plus $1 per game. APO, FPO & P.O. Boxes US Airmail, $6 plus $1 per game. Canada International Airmail & Insurance $12, plus $1 per game. Other countries: International Airmail, $15 plus $6 per game. Note: For systems and large accessories add $5 per item by UPS Ground, $10 by UPS 2nd Day Air and $15 by UPS Next Day Air. COD charge is $6 (USA only). COD is Cash, Check or Money Order only.

✔ **HANDLING:** $1 per package

✔ **PAYMENT:**
❑ COD ❑ Check/Money Order in US Dollars ❑ Cash
❑ Visa ❑ Mastercard ❑ Discover ❑ American Express

Cardholder Name_____
Card # _____ Exp. Date: _____

Signature _____
For Credit Card order. "We only ship to the cardholders credit card billing address. We verify the address. For personal checks: allow 21 days for personal checks over $45 to clear.

$AVE $ $ $ $

GAMES I PLAY

SPECIALIZING IN ELECTRONIC ENTERTAINMENT

SPECIALS

SEGA GENESIS

NHL 94 by electronic arts $49.99
with 4 WAY PLAY $77.49
TECHMO SUPERBOWL by techmo $54.99

SEGA™

JOE MONTANA NFL FOOTBALL by sega $49.99
LETHAL ENFORCERS by konami $56.99 (with gun)

SUPERNINTENDO ENTERTAINMENT SYSTEM

MORTAL KOMBAT by acclaim $59.99
COOL SPOT by virgin $49.99

FOR A FREE CATALOG

CALL TOLL FREE

1-800-TWO-PLAY

(1-800-896-7529) (1-603-887-4440)
FAX (I-603-887-4441)

WE ACCEPT VISA, MASTERCARD, $5.00 CHARGE FOR COD

PERSONAL CHECKS ARE HELD FOR 2 WEEKS, MONEY ORDERS ARE TREATED AS CASH. MOST ORDERS SHIPPED WITHIN 48 HOURS, SHIPPING AND HANDLING $3.95, NEXT DAY AIR AND SECOND DAY AIR AVAILABLE FOR AN EXTRA CHARGE AT CUSTOMER REQUEST. EXCHANGES FOR THE SAME ITEM ONLY. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

ALL SALES ARE FINAL.

THE

K&M

COMPANY

GREAT PRICES

ON ANY GENESIS GAMEGEAR, NES, SNES, OR GAMEBOY TAPES. HUNDREDS TO CHOOSE FROM. HERE ARE JUST A FEW:

SEGA GENESIS™

JURASSIC PARK	49.00
MARIO LEMIEUX HOCKEY	51.00
RANGER X	49.00
TAZ-MANIA	48.00
X-MEN	52.00
CHAMPIONSHIP SOCCER	31.00
SPIDERMAN	51.00
JOE MONTANA FOOTBALL	39.00
AFTERBURNER 2	49.00
BATMAN RETURNS	52.00
ALADDIN	56.00
688 ATTACK SUB	64.00
GENESIS CORE SYSTEM	90.00

WE HAVE MANY MORE GENESIS AND GAME GEAR TAPES TO CHOOSE FROM. CALL OR WRITE FOR OUR FREE LIST.

CAPCOM

STREETFIGHTER 2	68.00	SNES
STFIGHT/2 TURBO	69.00	SNES
SUPER GHOUL/GHOST	37.00	SNES
UN SQUADRON	59.00	SNES
MVP FOOTBALL	57.00	SNES
GOOF TROOP	61.00	SNES
MAGIC SWORD	57.00	SNES
TALESPIN	32.00	NES
MICKEY MAGIC QUEST	64.00	SNES
ALADDIN (IF AVAIL)	65.00	SNES

FREE MEMBERSHIP TO THE HOTTEST NEW CLUB AROUND
***FREE DRAWING FOR ALL NEW MEMBERS FOR A $25 GIFT CERT.**
***NEWEST CATALOGS**
***ELIGIBLE FOR ALL PROMOTIONS/SALES**
***FREE NEWSLETTERS**
*****JOIN NOW******

TO JOIN: SEND A CARD WITH YOUR:
NAME
ADDRESS
TELEPHONE NUMBER
TYPE OF SYSTEM(EX. SNES)

TO: THE K&M COMPANY
282 HIGHLAND AVE DEPT. EGM
P.O. BOX 440353
W. SOMERVILLE, MA 02144
OR CALL ANYTIME (617)628-4900

TO ORDER: CALL FOR INSTRUCTIONS OR A FREE LIST

GIFT CERTIFICATES AVAILABLE

C.O.D. ORDERS ACCEPTED

EveryWare EveryWare EveryWare

Gaming

Does using mail order give you the **CREEPS!?!**

Find out what honest, courteous business feels like again.

Get the best prices on domestic and foreign games and systems, where your order is handled promptly, fairly and with the respect you deserve.

Buy or sell, new or used, current or hard-to-find, we will bend over backwards to win your business.

Call EveryWare Gaming at (203) 926-0757



Meet The Faces Behind Most Medical Advances.

There are a lot of doctors and researchers out there who deserve credit for society's medical achievements. But the fact is, they'll have to share the credit. Because before any medical project can break new ground, it has to get *off* the ground. And that takes money. We urge you to contribute to the hospital of your choice. Your help could mean a solution to many of today's most pressing medical concerns. The first of which is, quite frankly, funding.

Give To Your Local Hospital. Give To Life.

NAHD

National Association for Hospital Development

• SUPER NINTENDO • SEGA GENESIS • GAME BOY • GAME GEAR • NEO GEO • TURBO-DUO • SUPER NINTENDO •

MASCO ENTERPRISES
WORLD OF GAMES

LOW PRICE GUARANTEE

Low Price Guarantee
If you find a lower price, just bring the current AD, we will gladly match the price. Competitor must have item in stock.

We Buy and Sell Used Games

LARGEST SELECTION OF VIDEO GAMES

SEGA GENESIS



SEGA GENESIS w/SONIC 2



SEGA CD w/SEWER SHARK



GAME GEAR SPORTS PACK


SONIC SPINBALL


SHINOBI III


JURASSIC PARK


NFL FOOTBALL CD


SPIDERMAN VS KINGPIN CD


ECCO THE DOLPHIN CD


SONIC CHAOS


JURASSIC PARK

ELECTRONIC ARTS


NBA SHOWDOWN SN


MADDEN NFL 94 SN


MADDEN NFL 94 SG


NHL HOCKEY 94 SG


COLLEGE FOOTBALL SG


REN & STIMPY


GREENDOG

CAPCOM


STREET FIGHTER II SG


STREET FIGHTER II TURBO SN


GOOF TROOP SN


ROCKET KNIGHT ADV SG

KONAMI


ZOMBIES ATE MY NEIGHBORS SG


ZOMBIES ATE MY NEIGHBORS SN


NFL FOOTBALL SN

MORTAL KOMBAT — ACCLAIM


SEGA GENESIS


GAME GEAR


GAME BOY


SUPER NINTENDO

FREE SONIC T-SHIRT with purchase of $100 or above
Valid while supplies last

$5 OFF w/ Coupon
with purchase of any New Super Nintendo & Sega Genesis Games
Not valid for items on sale

WHOLESALE • RETAIL • MAIL ORDER • USED GAMES

FOR WHOLESALE INQ.
17421 Pioneer Blvd., Artesia, CA 90701
Tel: 310-860-9696
Fax: 310-924-5300, 310-924-6240

RETAIL STORE #1
17421 Pioneer Blvd., Artesia, CA 90701
Tel: 310-865-0408

RETAIL STORE #2
215 S. State College, Anaheim, CA 92806
Tel: 714-776-1640

RETAIL STORE #3
17358 Colima Rd., Ross Plaza,
Rowland Heights, CA 91745
Tel: 818-965-5001

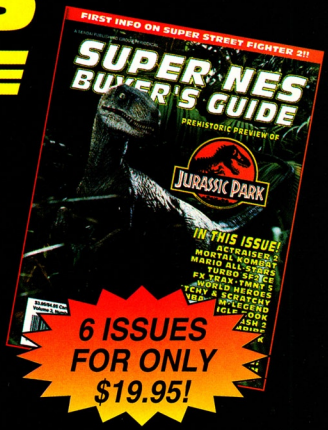
All brand names and registered trade marks are registered trade marks of their respective companies.

• SUPER NINTENDO • SEGA GENESIS • GAME BOY • GAME GEAR • NEO GEO • TURBO-DUO • SUPER NINTENDO •

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the Super NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!



START MY SUBSCRIPTION NOW!

NAME_____

ADDRESS_____

CITY_____ STATE_____ ZIP_____

Check magazine choice:

❑ **SUPER NES BUYER'S GUIDE-$19.95** ❑ **MEGA PLAY-$19.95**

Method of payment

❑ **Payment enclosed** ❑ **Bill me**

Credit card orders: ❑ **VISA** ❑ **MC**

Card no._____

Expiration date_____

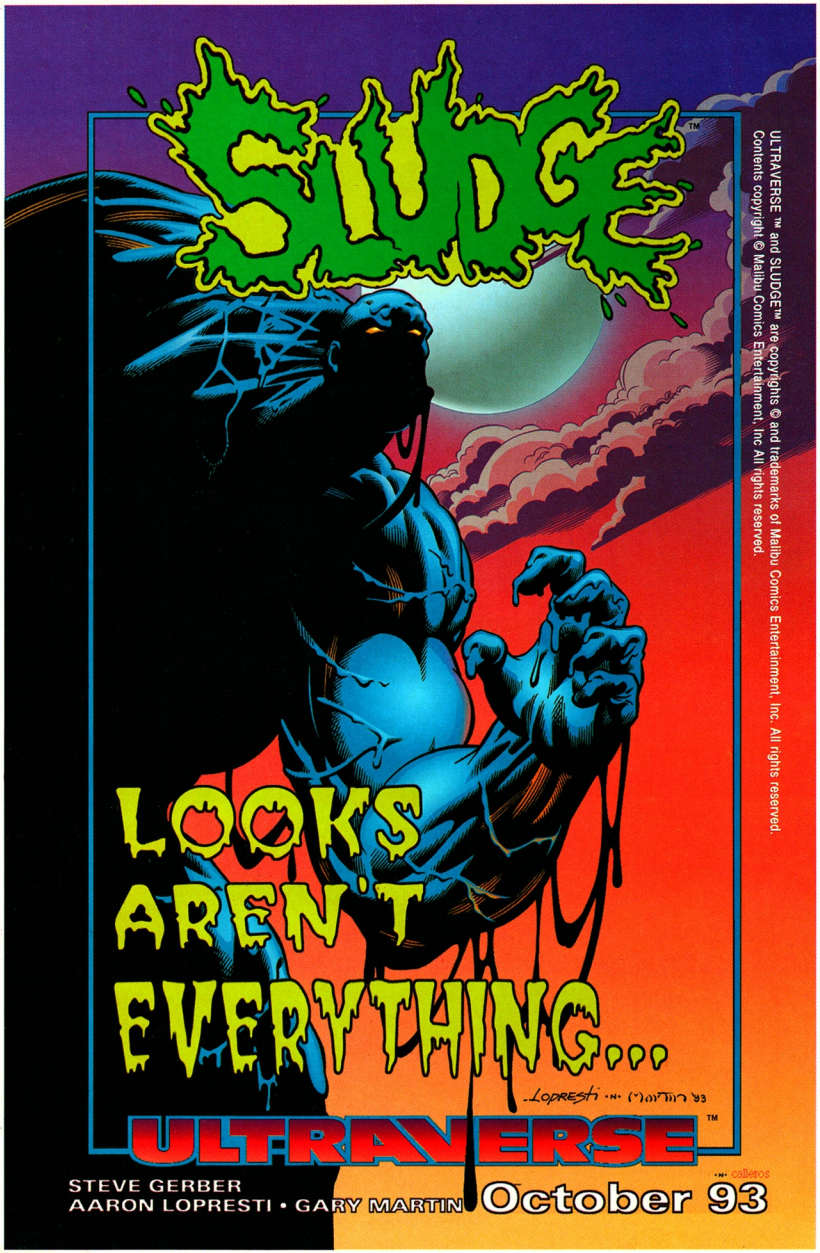
Signature_____

Please include $19.95 for your subscription to Super Nes Buyer's Guide or Mega Play and mail to: Sendai Publishing, P. O. Box 7535, Red Oak, IA 51591-0535

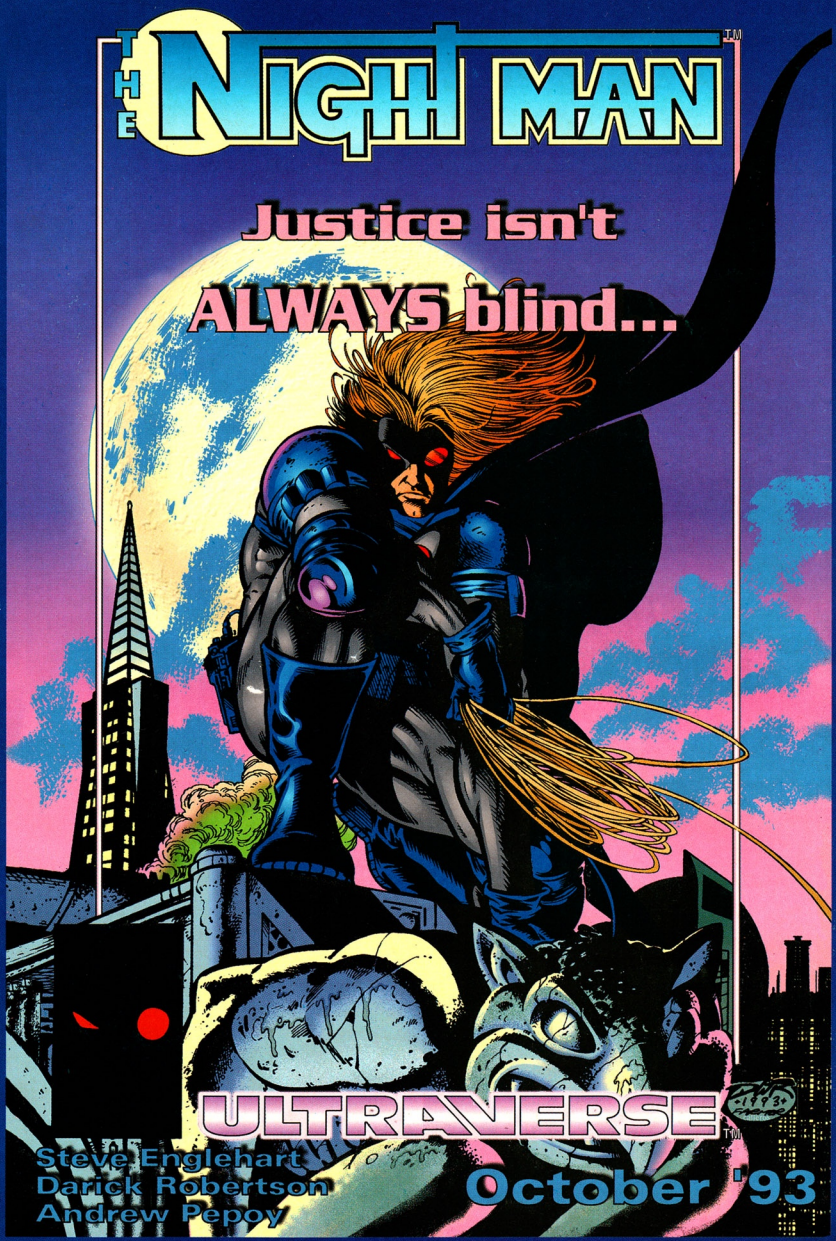
For faster Service, Call toll-free: 1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign subscriptions add $20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue. Bi-monthly issues will be mailed thereafter.

HEML1



ULTRAVERSE ™ and SLUDGE™ are copyrights © and trademarks of Malibu Comics Entertainment, Inc. All rights reserved.
Contents copyright © Malibu Comics Entertainment, Inc All rights reserved.



ULTRAVERSE™ and THE NIGHT MAN™ are copyrights © and trademarks of Malibu Comics Entertainment, Inc. All rights reserved. Contents copyright © 1993 Malibu Comics Entertainment, Inc. All rights reserved.
Pictured art by Darick Robertson and Mark Farmer.

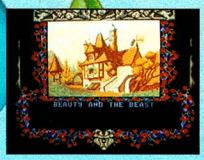
Disney's

Beauty AND THE BEAST

Belle's Quest







BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.

OFFICIAL SEGA SEAL OF QUALITY

SUNSOFT®

SUNSOFT® is a registered trademark of Sun Corporation of America. ©1993 Sun Corporaton of America. ©The Walt Disney Company. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1993 Sega Enterprises Ltd.

WILDTHING

Disney's Beauty and the Beast

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.







OFFICIAL SEGA SEAL OF QUALITY

SUNSOFT

SUNSOFT® is a registered trademark of Sun Corporation of America.
©1993 Sun Corporation of America. ©The Walt Disney Company. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1993 Sega Enterprises Ltd.



Lemmings are mindless, little creatures that are constantly walking off cliffs, falling into deep waters, and stumbling into deadly traps. And now, you must save them by helping them get their act together!

You can do this by strategically endowing the Lemmings with valuable skills and powers. Lightning-fast decisions and razor-sharp reactions complete your arsenal. But be careful – one misplaced Lemming could mean the bitter end for every Lemming on screen!

CATCH the WAVE

ocean

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131

LICENSED BY Nintendo

Official Nintendo Seal of Quality

GAME BOY

© 1993 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Game Boy and the official seals are registered trademarks of Nintendo fo America, Inc. Lemmings is a registered trademark of Psygnosis Limited.